



Date 07/29/15

- Board Team Final
- Network Approval Board 07/29/15
- Record Board
- Animatic Scan Board
- Conformed Board
- Design Board
- Final Board

# “Beyond the Grotto”

## 1034-235

### Network Pitch Board



Adventure Time Created by  
Pendleton Ward

Supervising Director  
Elizabeth Ito

Storyboard by  
Seo Kim &  
Somvilay Xayaphone

Animation Studio  
RDK

# ADVENTURE TIME



Page 01

Sc.

Pnl.

Bg.

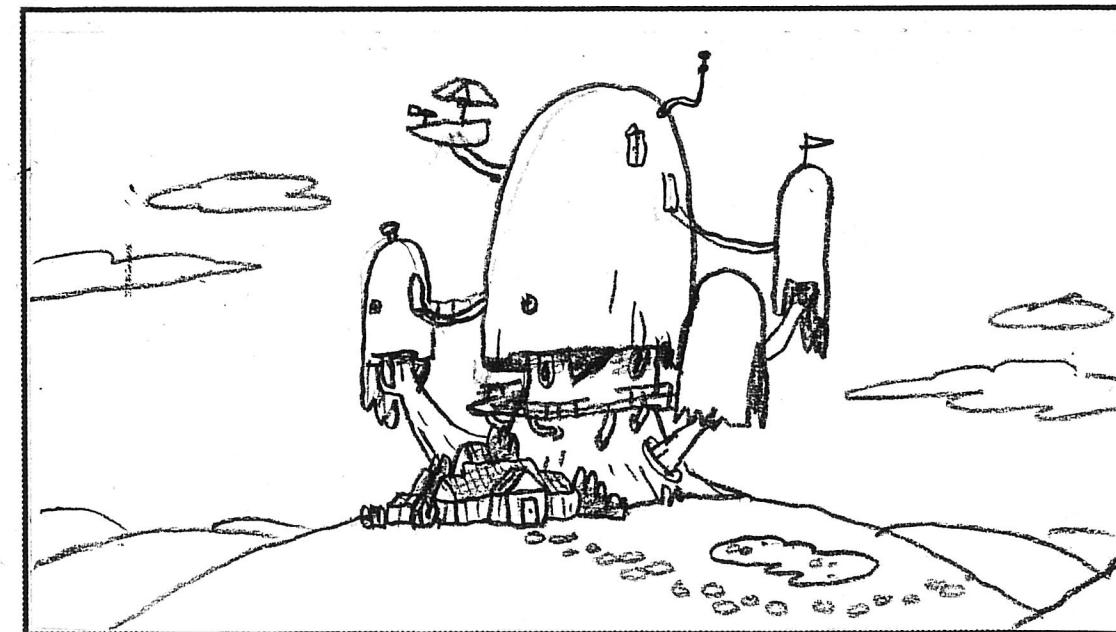
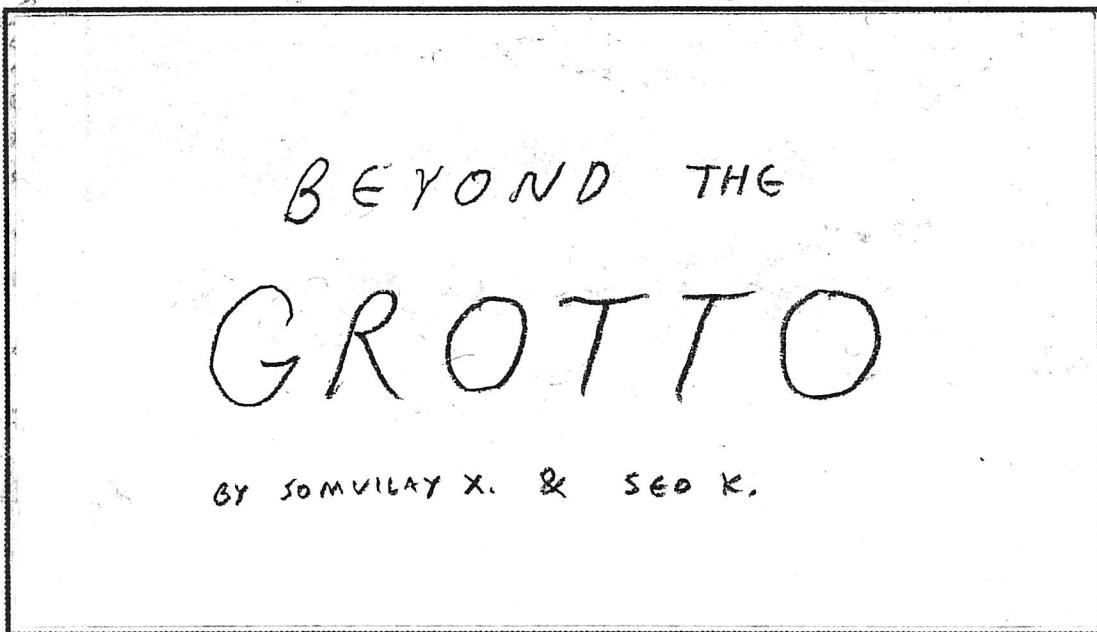
day night

Sc. 01

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

Production:

1034-235

EPISODE #

# ADVENTURE TIME



Page 02

Sc. 02

Pnl. A

Bg.

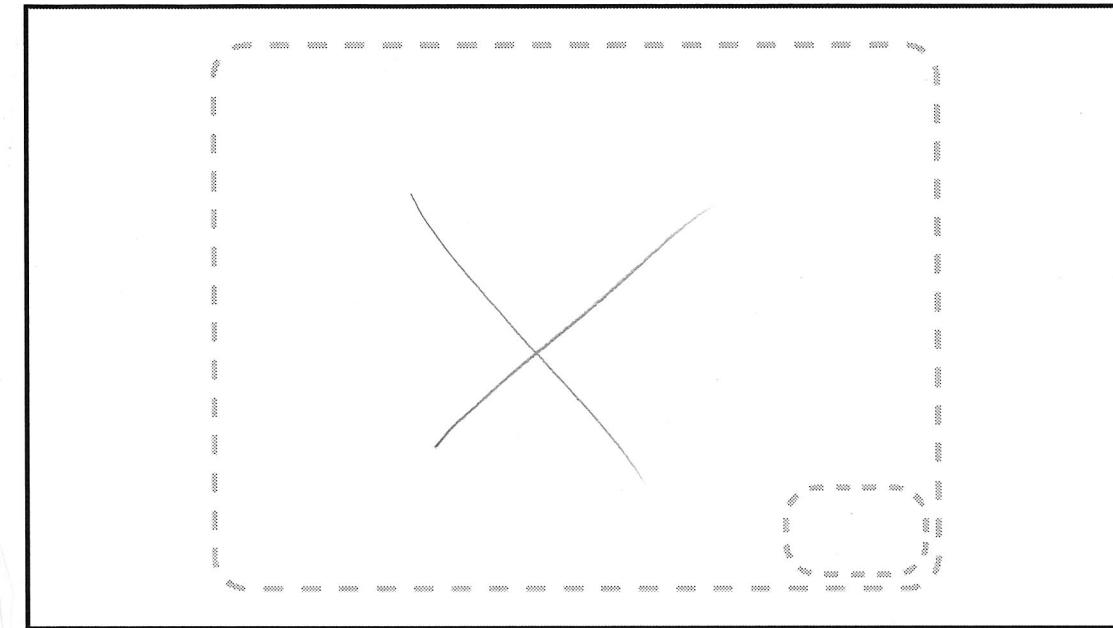
day night

Sc.

Pnl.

Bg.

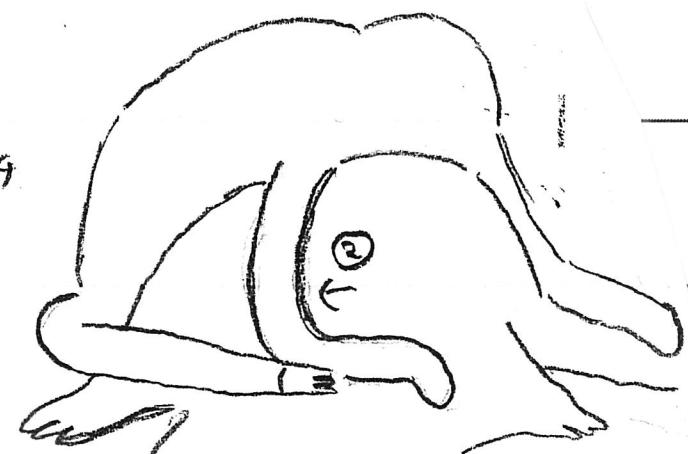
day night



Dialog:

Action: -F TWITCHES HIS LEG  
①,②,③

Timing:



Production:

1034-235

EPISODE #

# ADVENTURE TIME



Sc. 02

Pnl. ①

Bg.

day night

Sc.

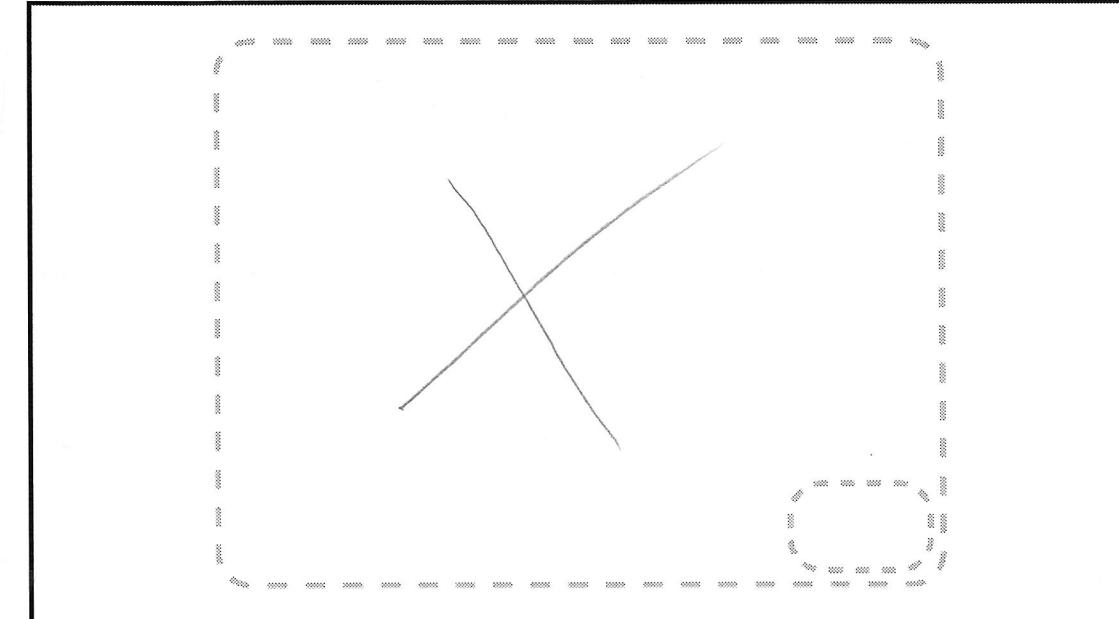


Pnl.

Bg.

day night

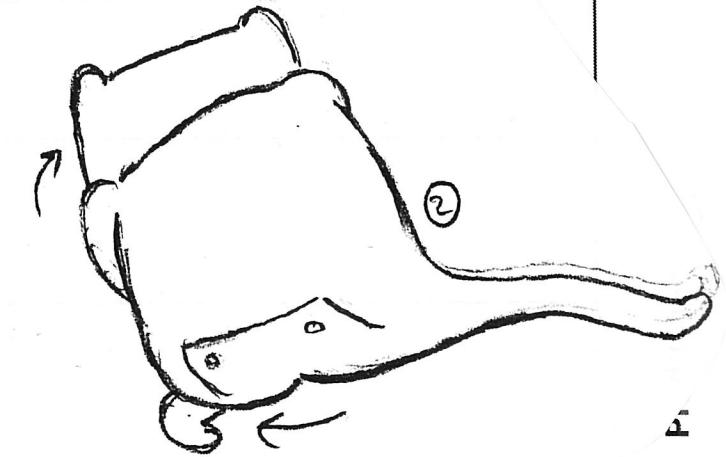
Page 03



Action:

- F ROLLS OVER  
- ADJ W/ FINN

Timing:



EPISODE #

1034-235

P.

# ADVENTURE TIME



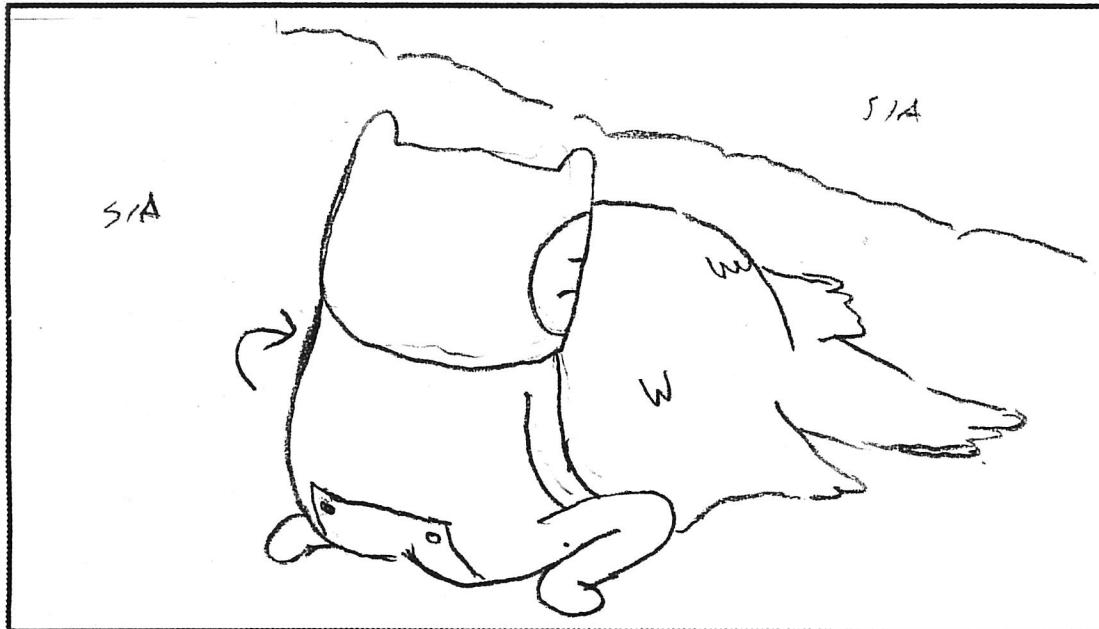
Page 04

Sc. 2

Pnl. C

Bg.

day night

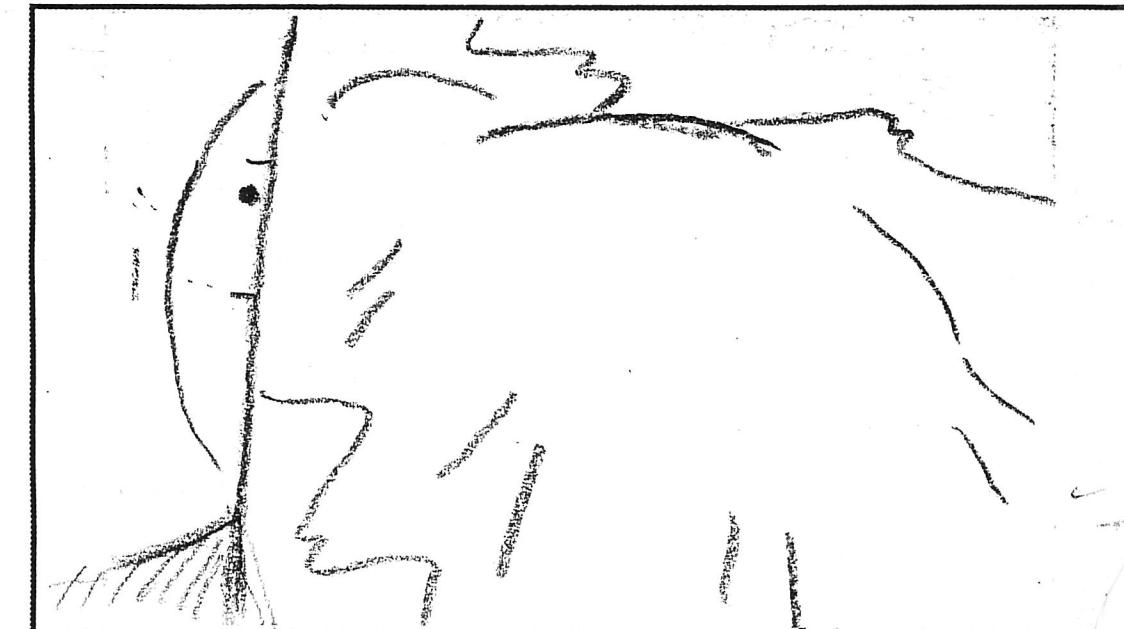


Sc. 93

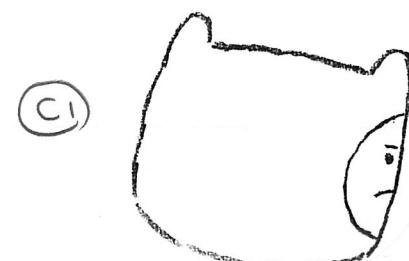
Pnl. A

Bg.

day night



Dialog:



Action:

- F SITS UP
- OPENS EYES

- F. LOOKS AT BUMP IN BED

Timing:

Production:

1034-235

# ADVENTURE TIME



Page 05

Sc. 03

Pnl. B

Bg.

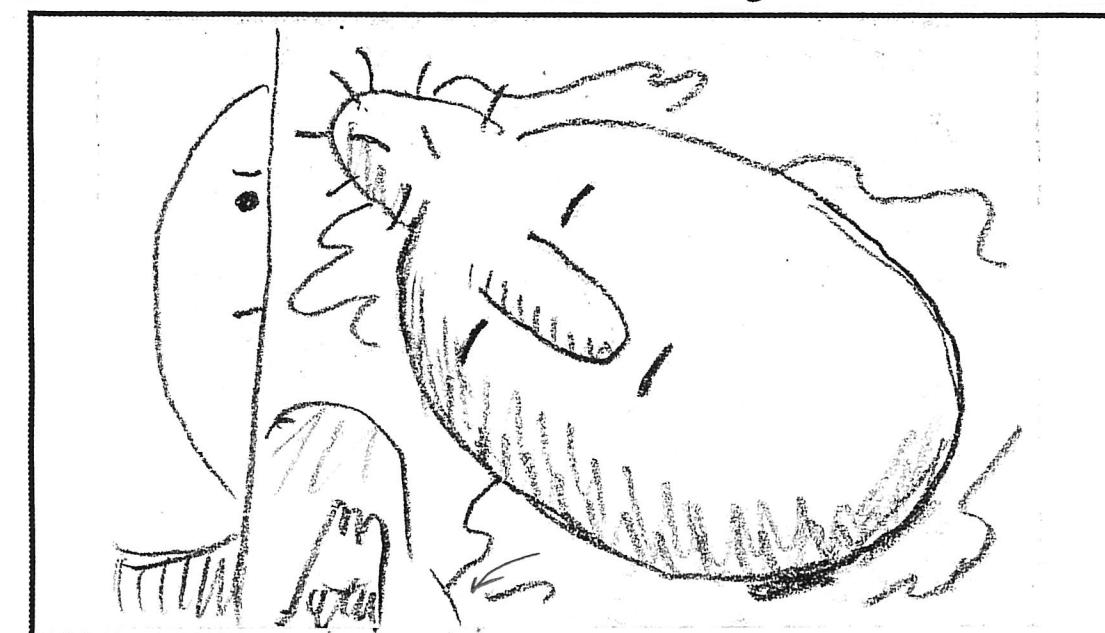
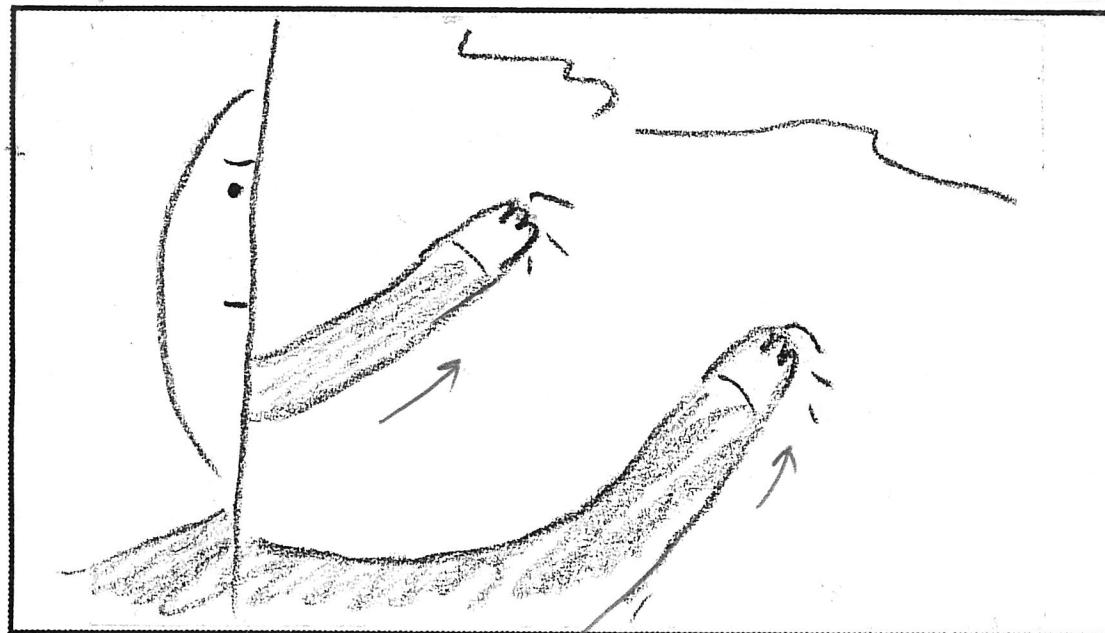
day night

Sc. 3

Pnl. C

Bg.

day night



Dialog:

SFX: \* FWOOF \*

Action:

- F GRABS BLANKET

- F YANKS OFF BLANKET  
REVEALING SEA LARD

Timing:

EPISODE #

Production:

1034-235

# ADVENTURE TIME



Page 06

Sc. 4

Pnl. A

Bg.

day night

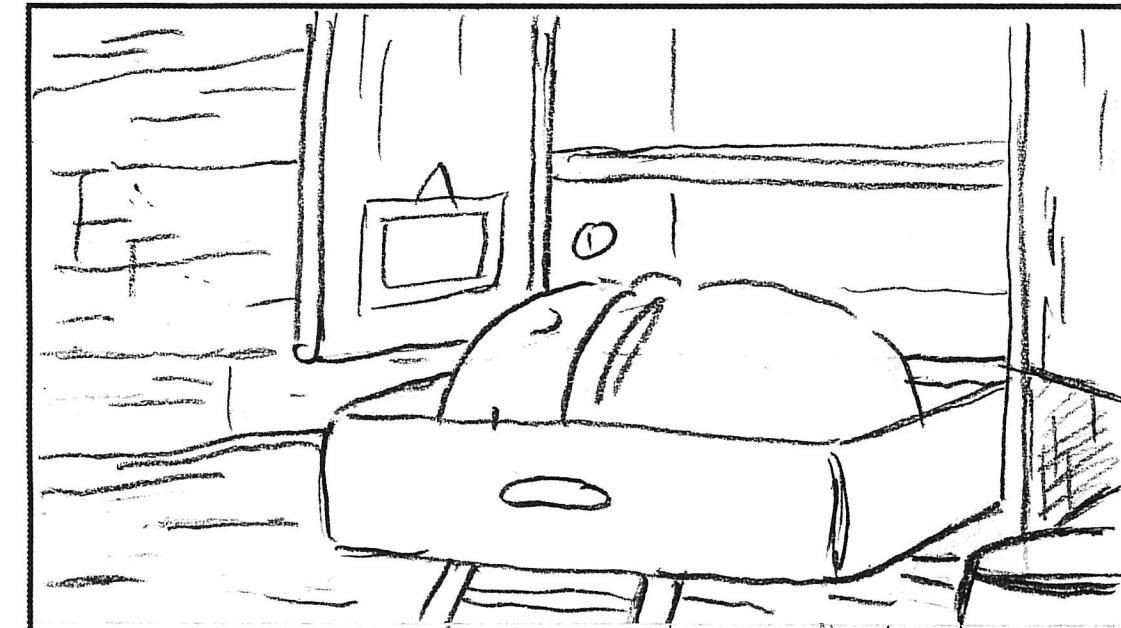


Sc. 5

Pnl. A

Bg.

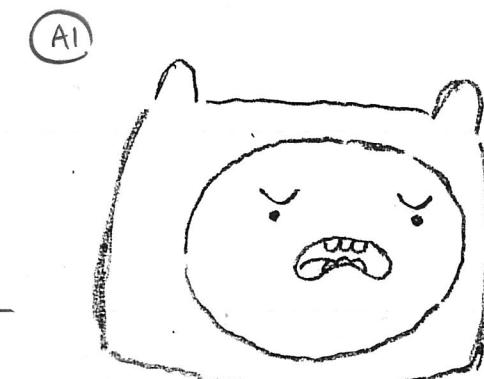
day night



Dialog:

F (A1) EEEEEEWWWW, THE SEA  
LARD'S IN MY BED AGAIN~

Action:



-J LOOKS UP

Timing:



EPISODE #

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# ADVENTURE TIME



Page 07

Sc. 05

Pnl. B

Bg.

day night

Sc. 06

Pnl. A

Bg.

day night



Dialog:

⑤ DUDE, THAT'S LIKE THE  
8<sup>th</sup> TIME...

⑦ (OFF) WHY DON'T YOU JUST  
WORLD OF IT.

Action:

—SEA LARD DROOLS

(AI)

Timing:

EPISODE #

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# ADVENTURE TIME



Page 08

Sc. 07

Pnl. A

Bg.

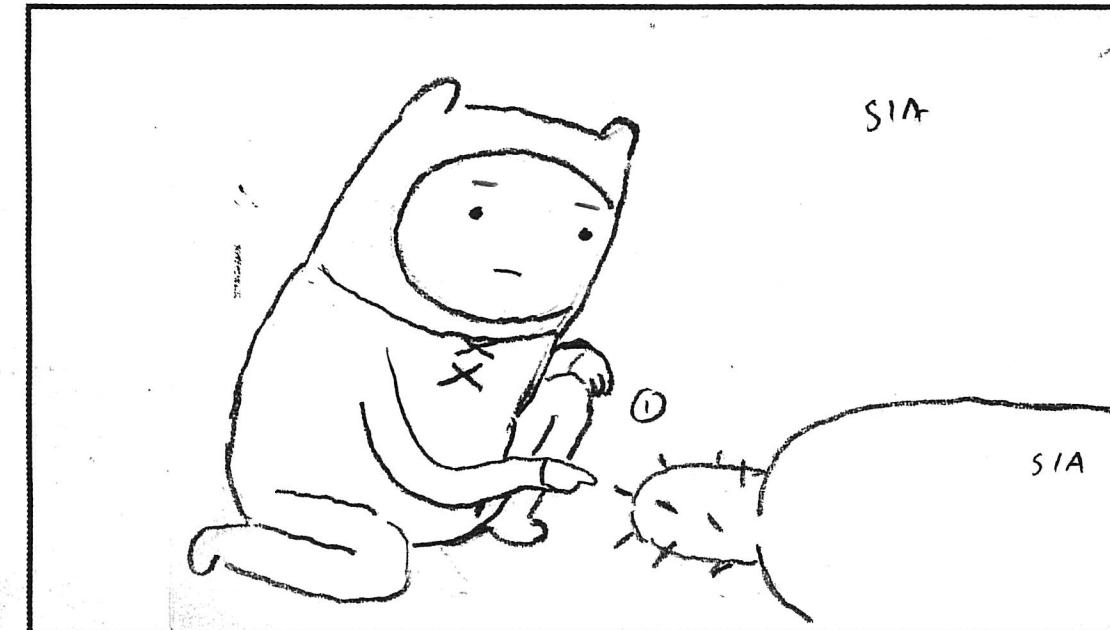
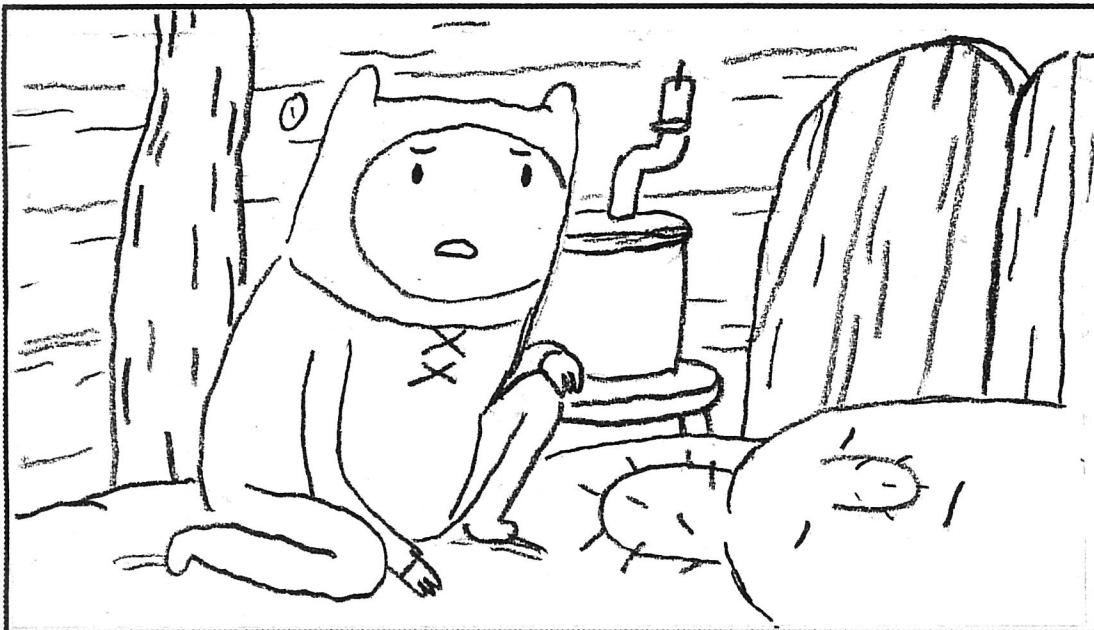
day night

Sc. 07

Pnl. B

Bg.

day night



EPISODE #

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Dialog:

F: YEAH I GUESS---  
NORMALLY IT DOESN'T BOTHER  
ANYONE THOUGH.  
I DUNNO WHAT'S GOTTEN INTO IT LATELY.

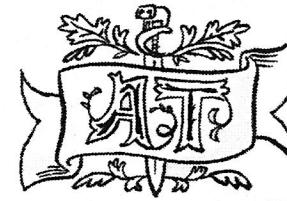
Action:

-F POKES S.L.'S  
HORN

Timing:



# ADVENTURE TIME



Page 09

Sc. 07

Pnl. C

Bg.

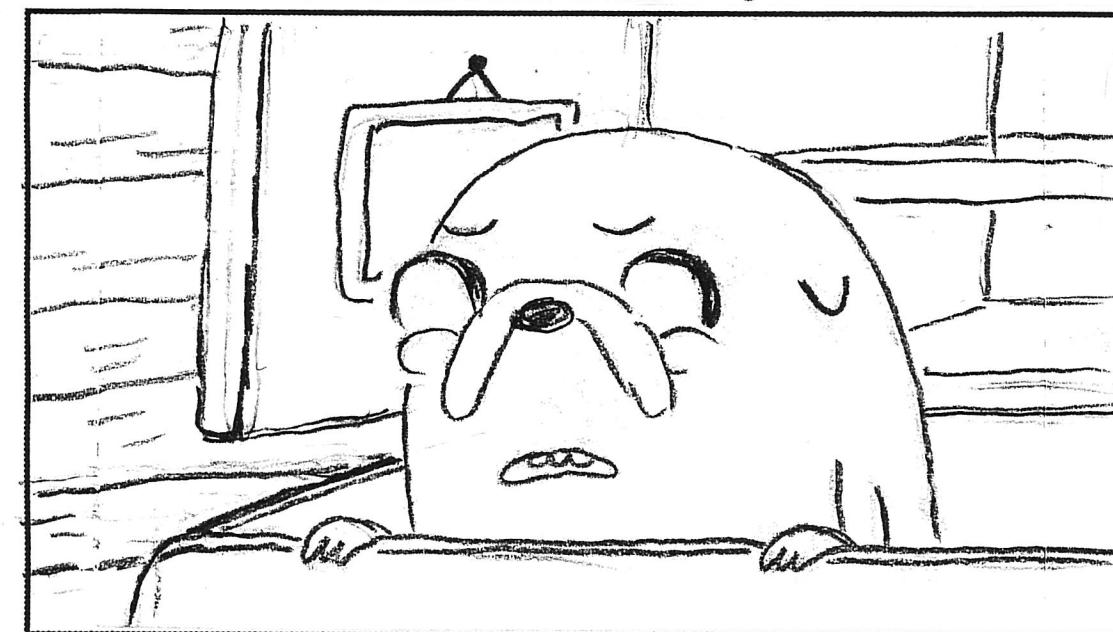
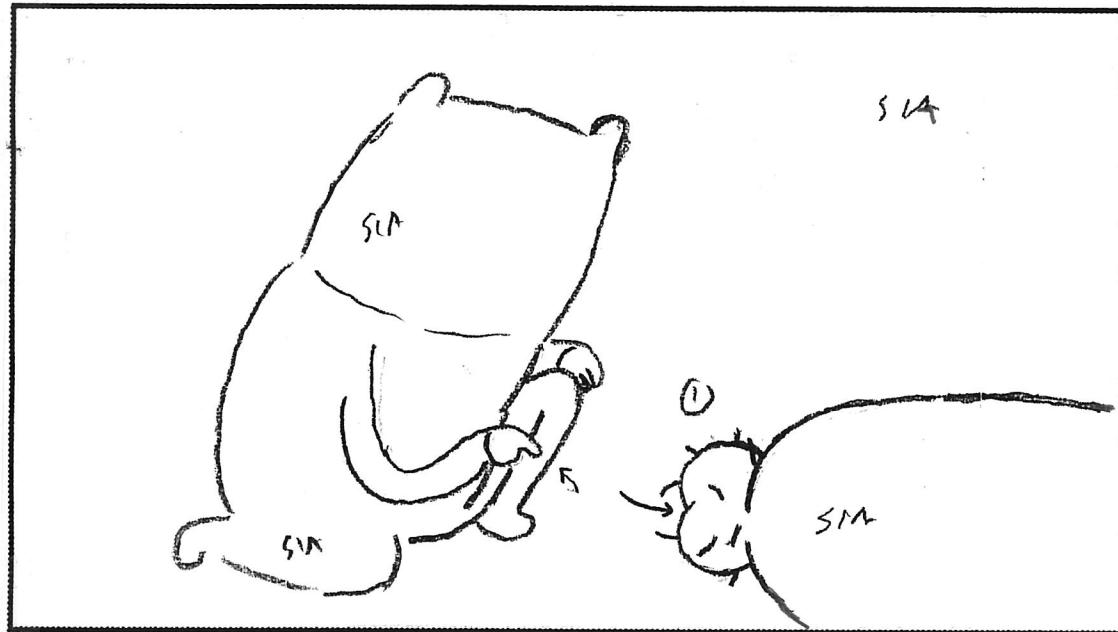
day night

Sc. 08

Pnl. A

Bg.

day night



## Dialog:

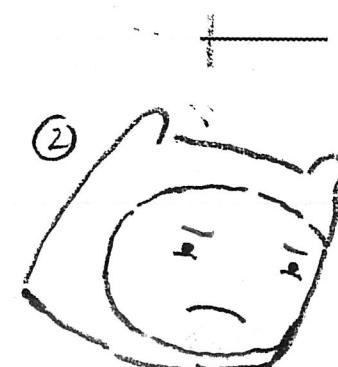
SFX: \*TWITCH\*

① IT'S GROSS AS BUTTS MAN.

## Action:

- HORN RECOILS (CUSHION IN)
- F. EURROWS BROW.

## Timing:



EPISODE #

1034-235

# ADVENTURE TIME



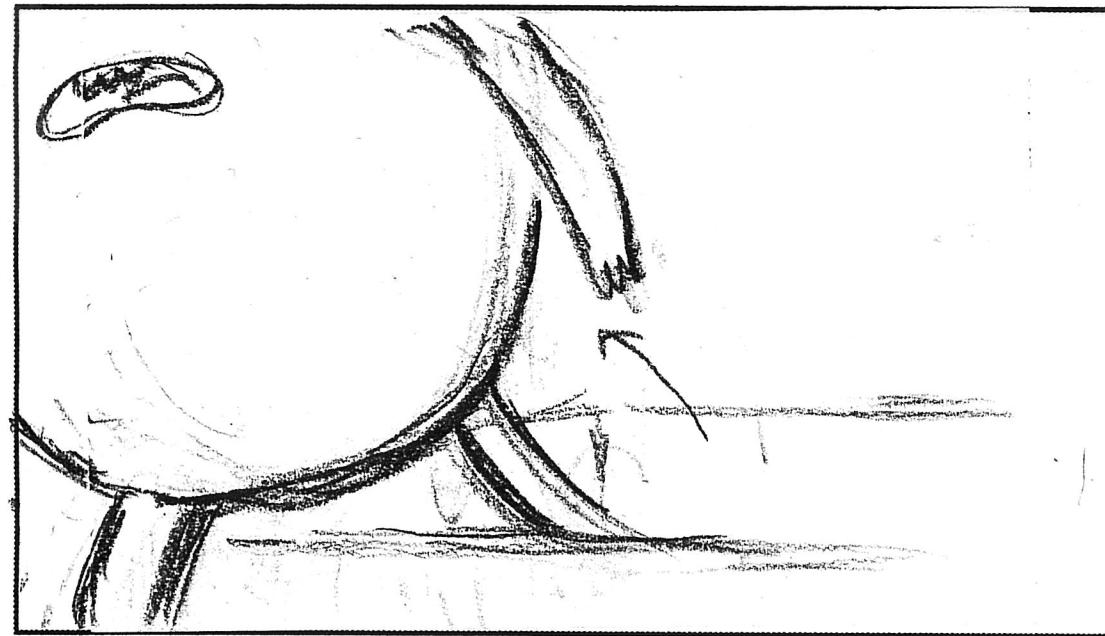
Page 10

Sc. 08

Pnl. B

Bg.

day night

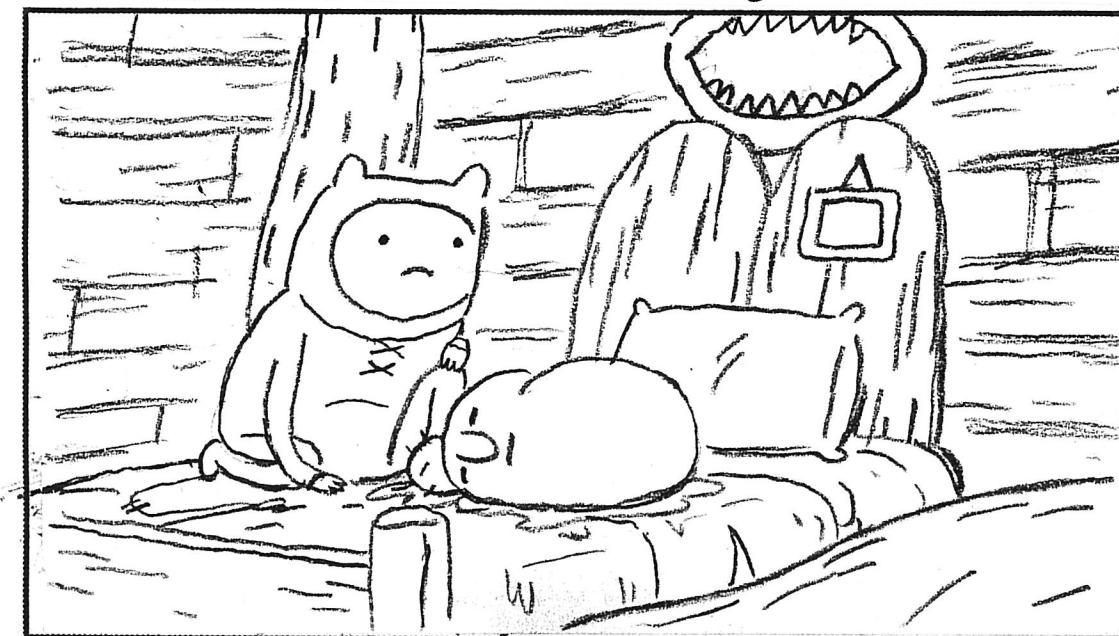


Sc. 09

Pnl. A

Bg.

day night

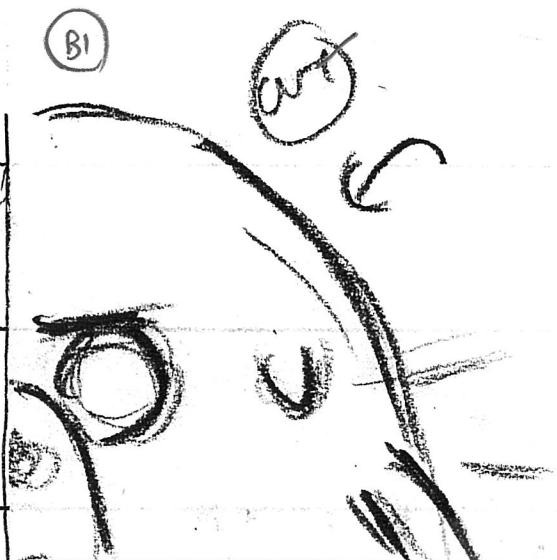


Dialog:

(J) : WE'RE TAKING →

Action:  
- J GETS UP, WALKS  
DOWN STEPS OFF/S

Timing:



- J WALKS IN

EPISODE #

1034-235

# ADVENTURE TIME



Page 11

Sc. 9

Pnl. B

Bg.

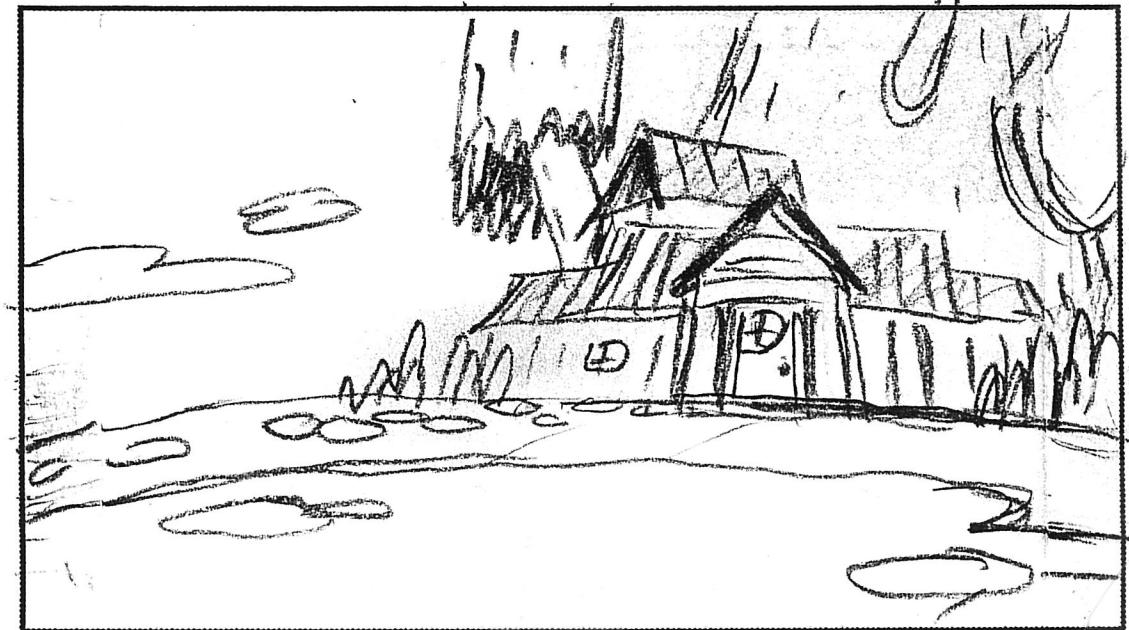
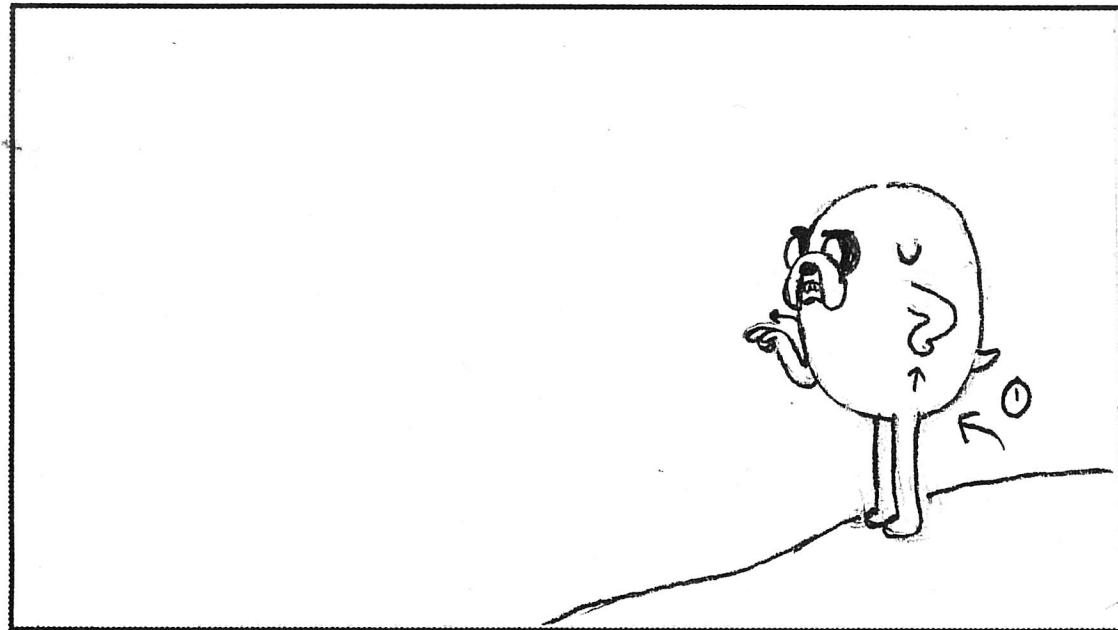
day night

Sc. 10

Pnl. A

Bg.

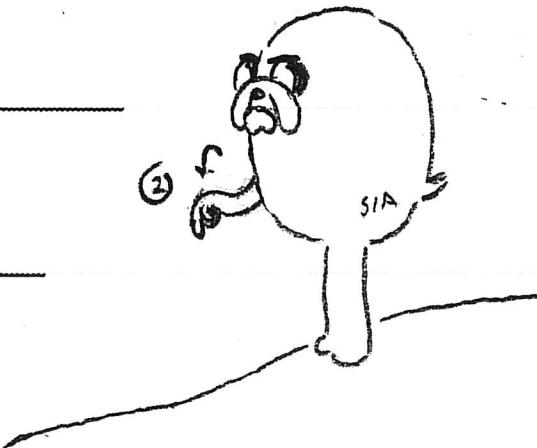
day night



Dialog: (J) : ① CARE OF THIS  
② RIGHT NOW.

Action:

Timing:



EPISODE #

Production:

1034-235

# ADVENTURE TIME



Sc. 10 cont

Pnl. B

Bg.

day night



Sc. 10 cont

Pnl. C

Bg.

day night



Page

12

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Dialog:

F: I CAN'T BELIEVE WE NEVER THOUGHT OF THIS BEFORE.

P: THE POND'S THE PERFECT PLACE FOR A SEA LARD.

Action:

- F+J WALK OUT FRONT DOOR CARRYING SEA LARD.



SEP 24 2015

Timing:

Production:

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# ADVENTURE TIME



Sc. //

Pnl. A

Bg.

day night

Sc. // CONT

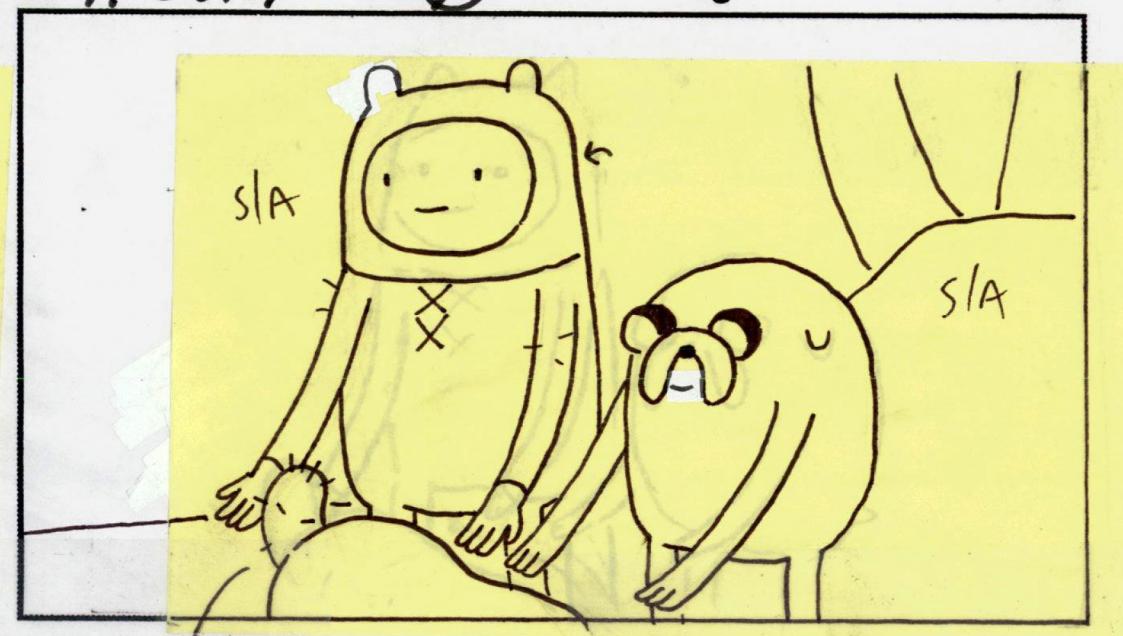
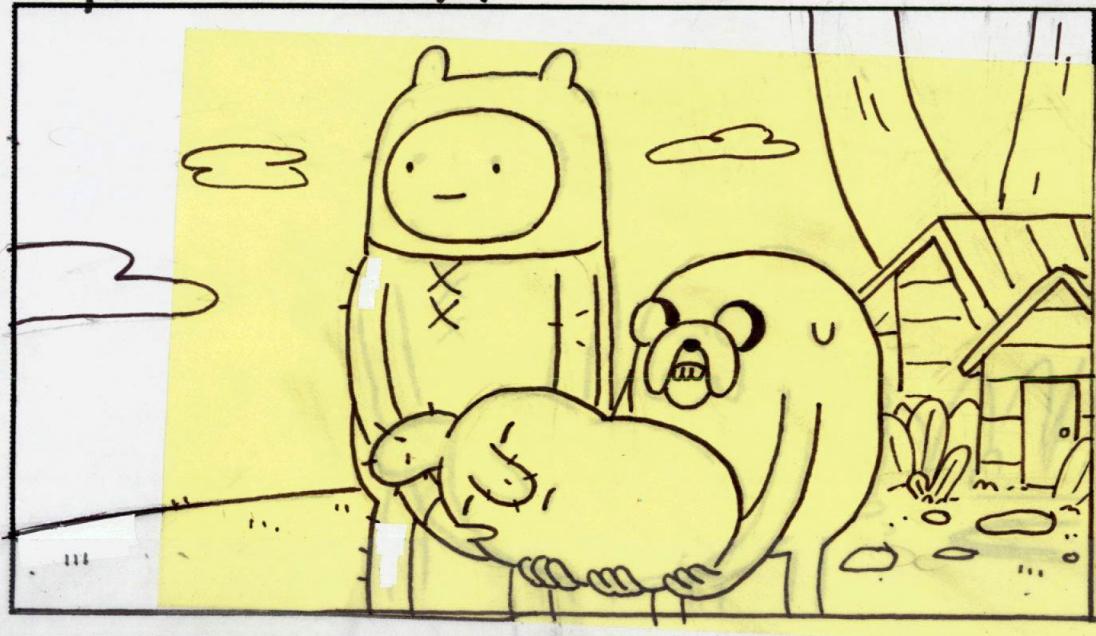
Pnl. B

Bg.

Page

13

day night



Dialog:

⑦: SEE-YA- LARD-ER,  
MANA

OUT

Action:

1 F + J TOSS Star LARD OFF S  
SEP 24 2015

Timing:

EPISODE #

Production:

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1034/235

# ADVENTURE TIME



Page 14

Sc. 12

Pnl. A

Bg.

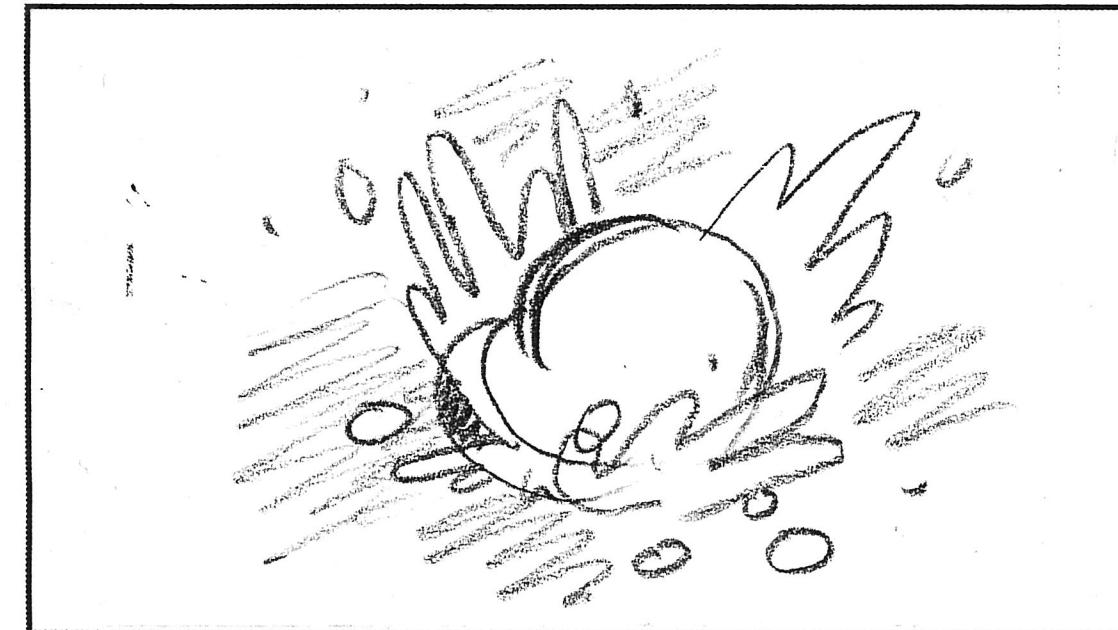
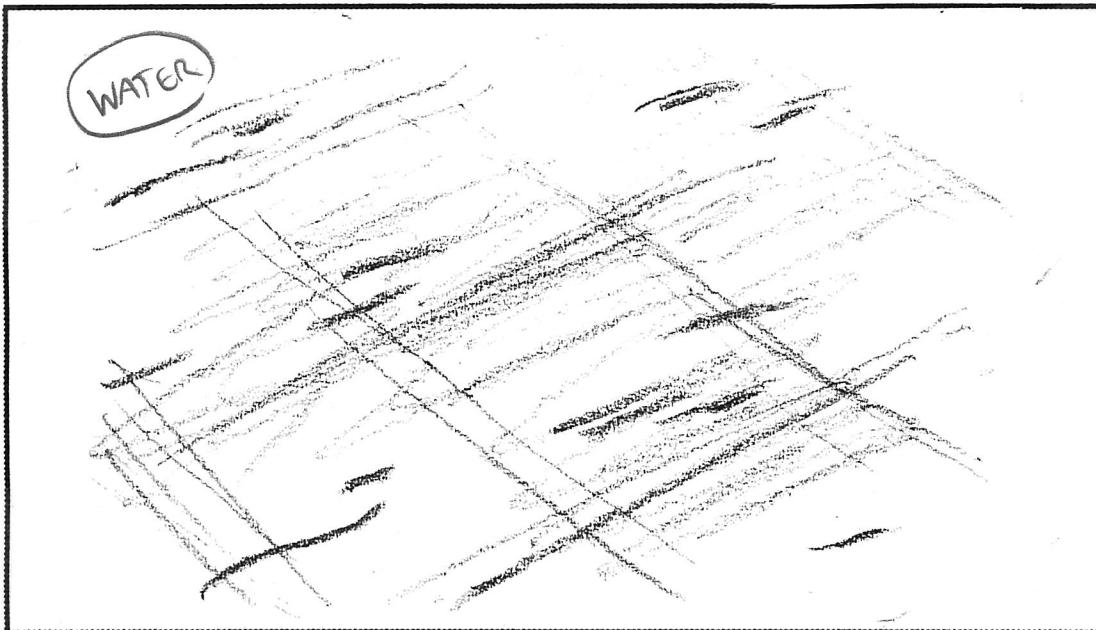
day night

Sc. 12

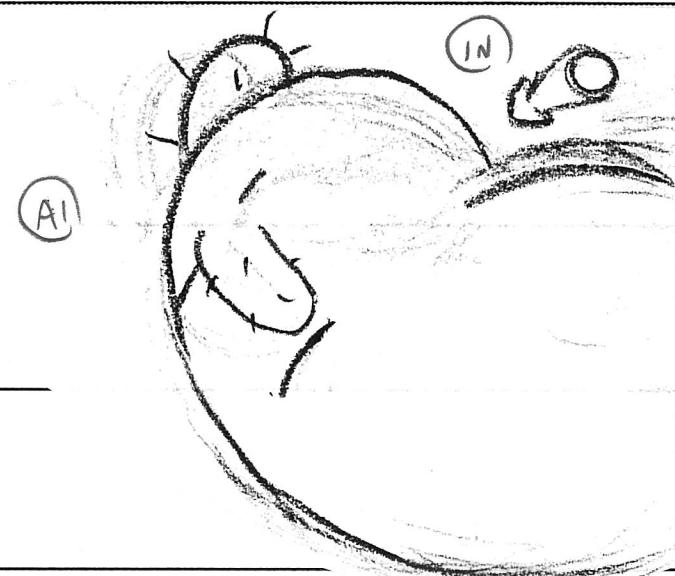
Pnl. B

Bg.

day night



Dialog:



Action:

SFX: \* SPLASH \*

- G. LARD PLUNGES INTO WATER

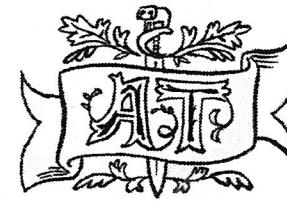
Timing:

Production:

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# ADVENTURE TIME



Page 15

Sc. 12

Pnl. C

Bg.

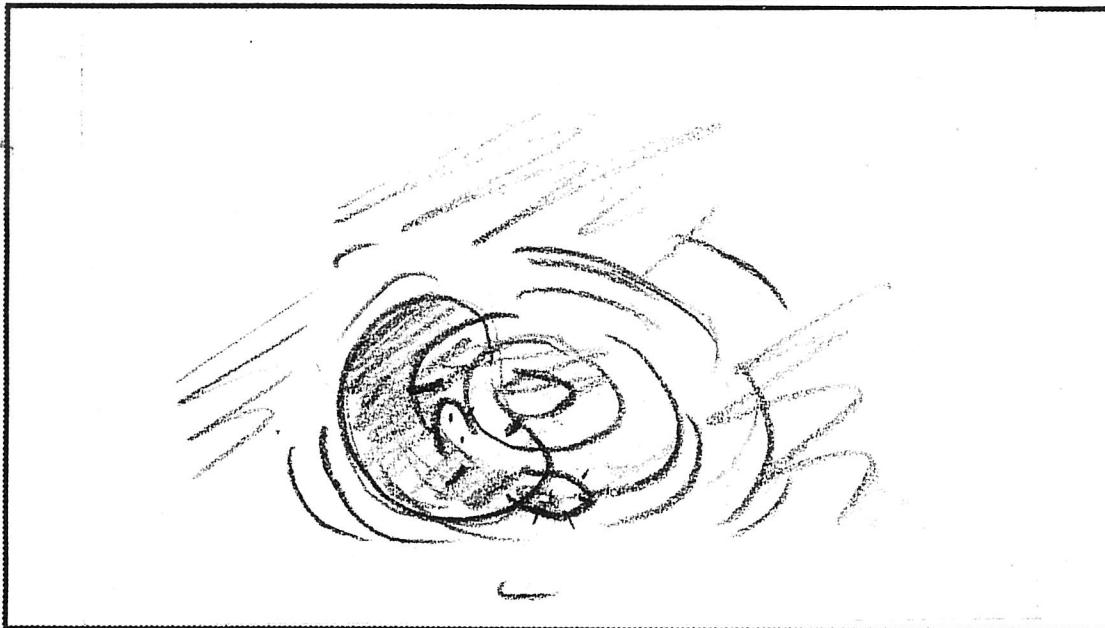
day night

Sc. 12

Pnl. D

Bg.

day night



Dialog:

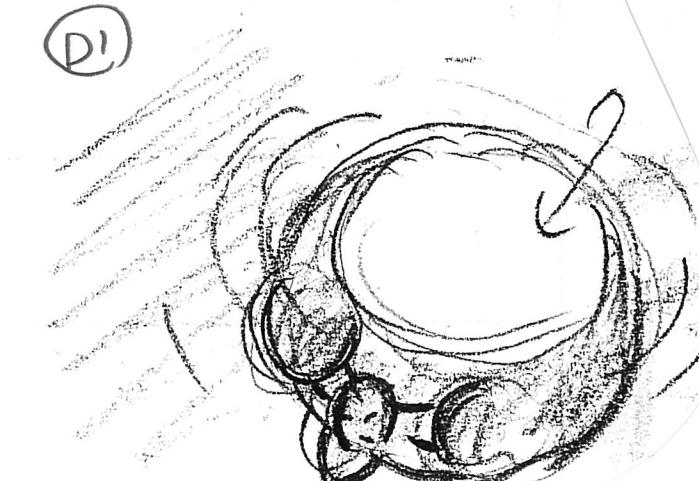
SFX: \*BOB\*

Action:

- SINKS FOR A BIT

- SL SUDDENLY BLOATED  
UP AND FLOATS TO  
SURFACE,  
FLOPS OVER

Timing:



EPISODE #

1024-231

# ADVENTURE TIME



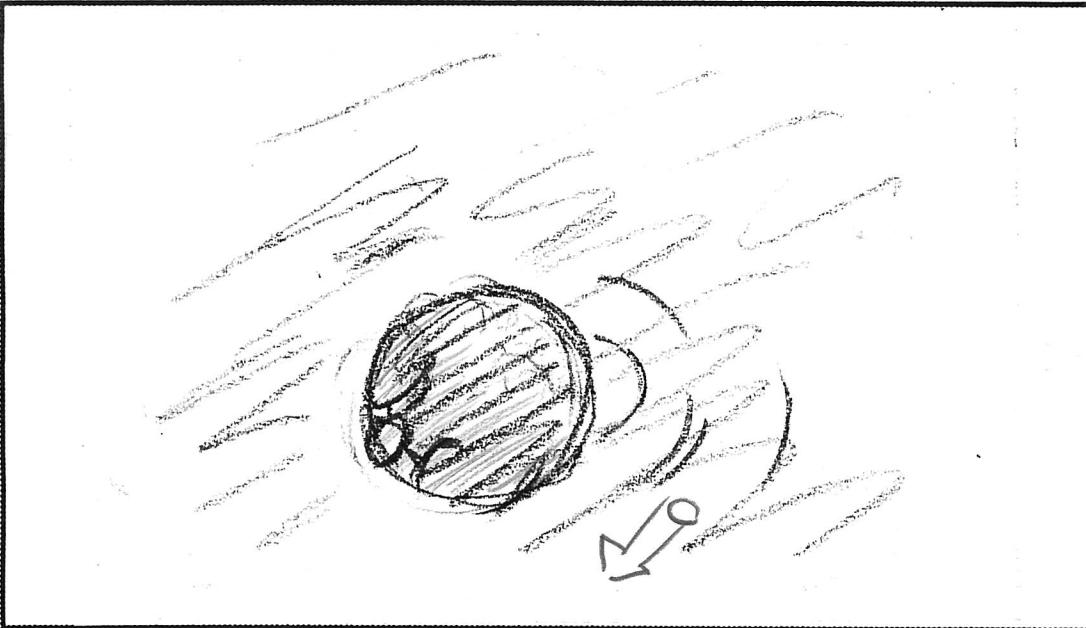
Page 16

Sc. 12

Pnl. E

Bg.

day night

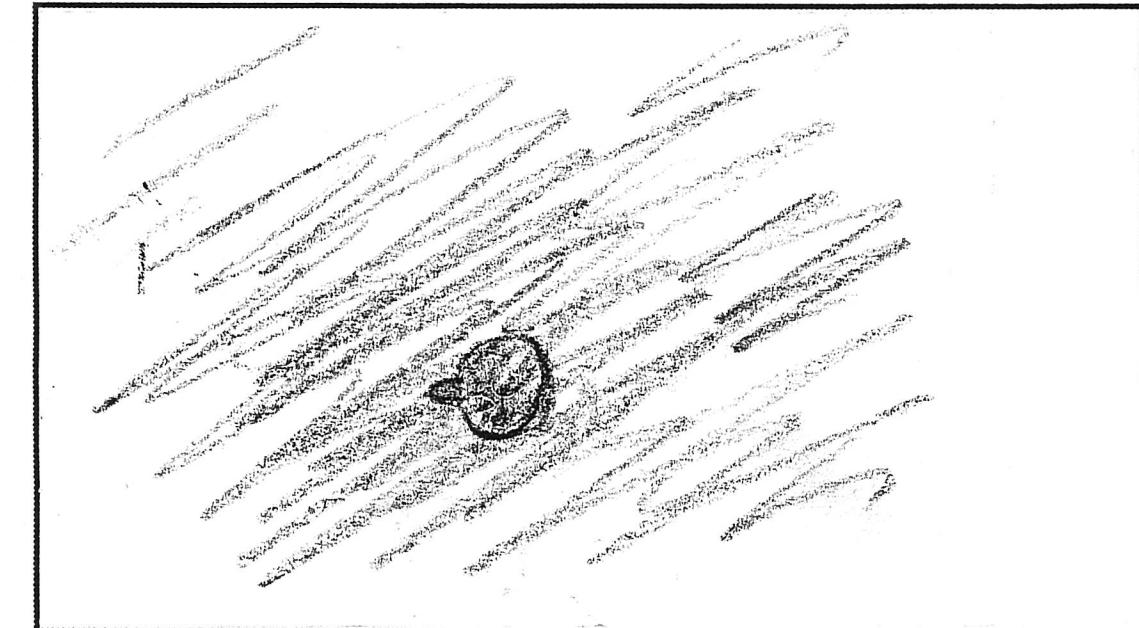


Sc. 12

Pnl. F

Bg.

day night



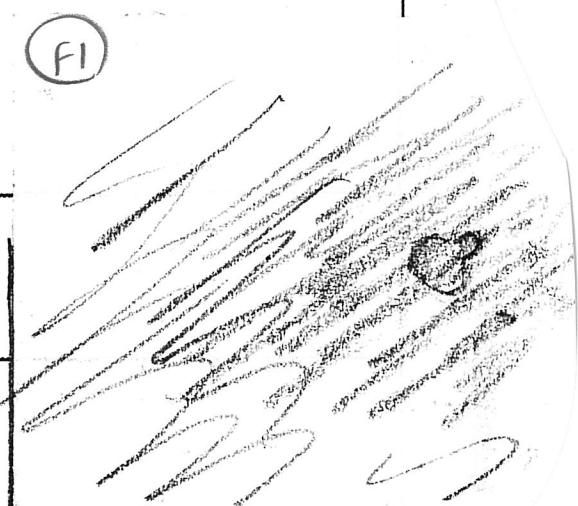
Dialog:

SFX: ↑BLOOP+

Action: - S.L. STARTS SINKING AGAIN

- S.L. SINKS AND FADES INTO DARKNESS

Timing:



EPISODE #

1004-235

# ADVENTURE TIME



Page 17

Sc. 13

Pnl. A

Bg.

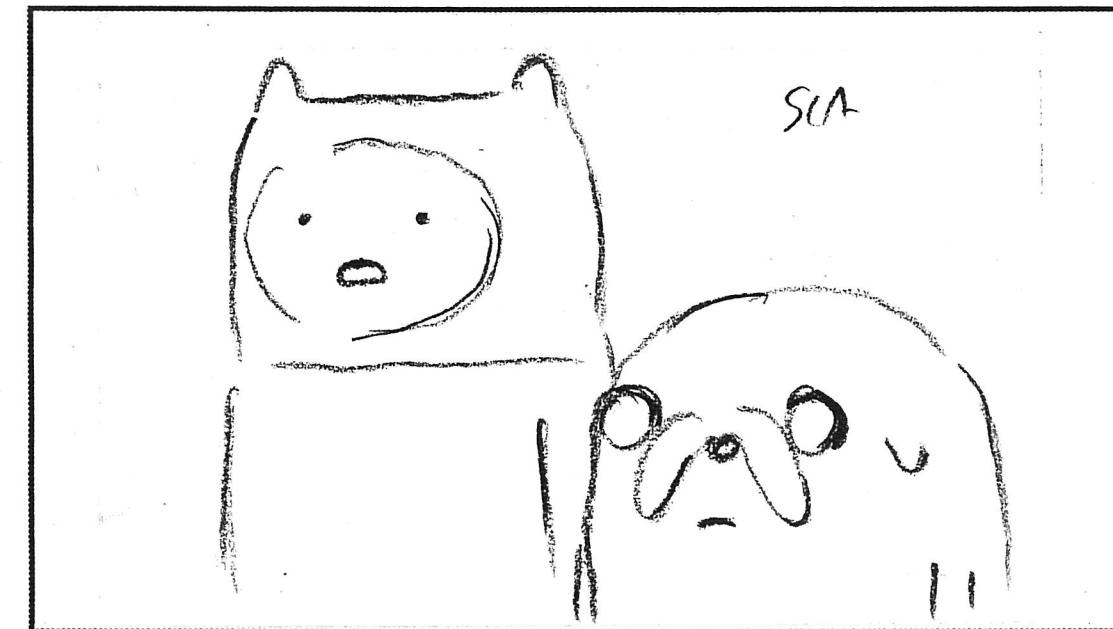
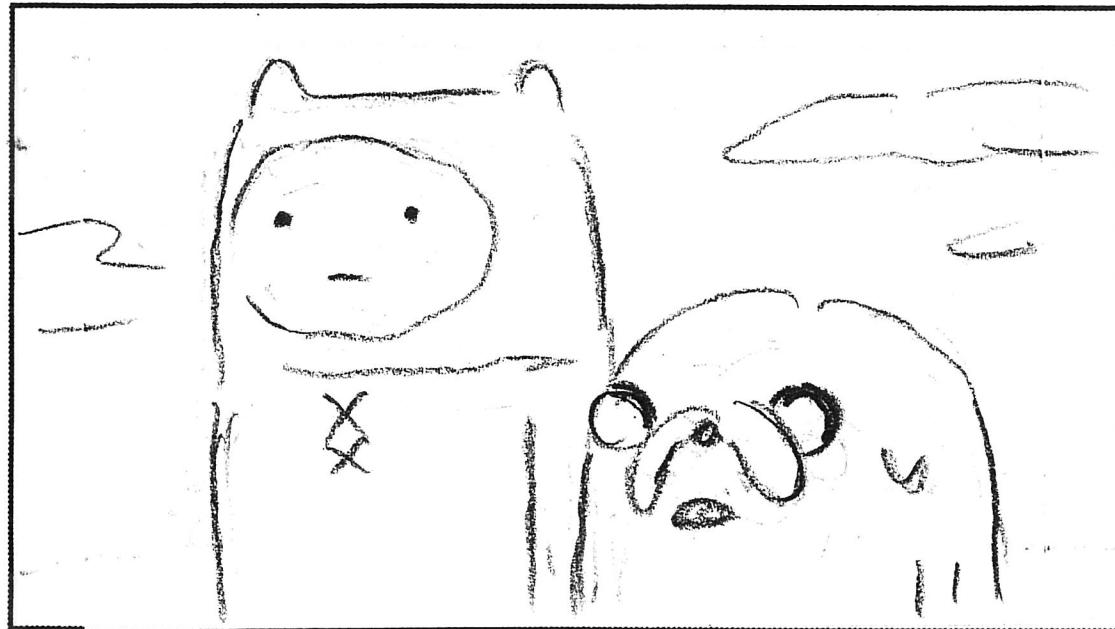
day night

Sc. 13

Pnl. B

Bg.

day night



Dialog:

J: HUH.

F (S) HE.....  
(BEAT)

Action:

Timing:

Production:

EPISODE #

1054-236

# ADVENTURE TIME



Page 18

Sc. 13

Pnl. C

Bg.

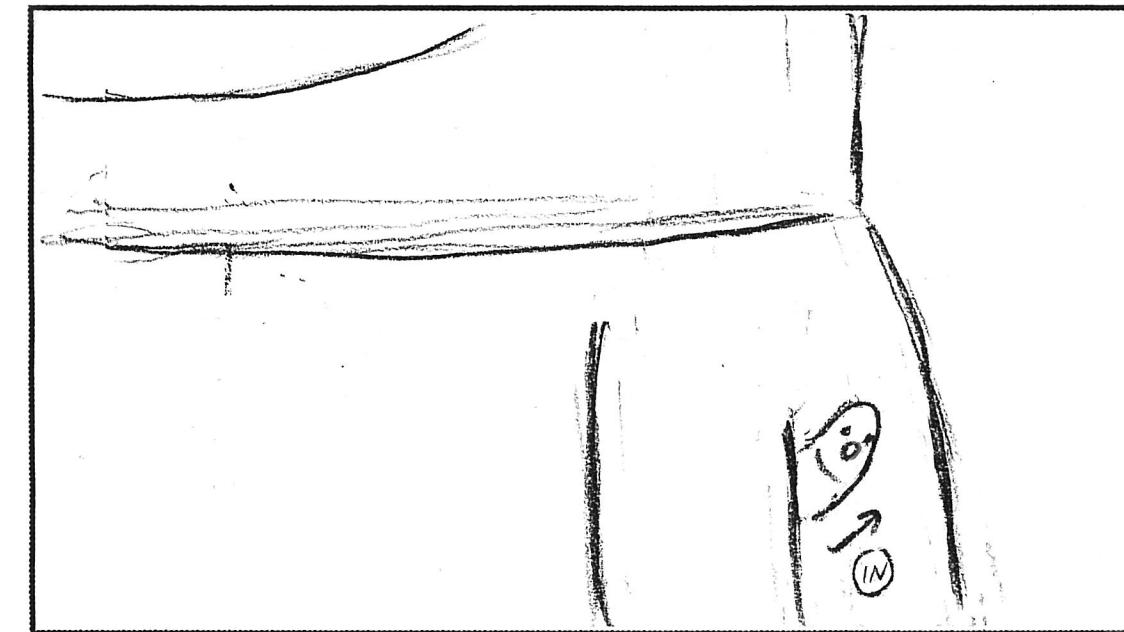
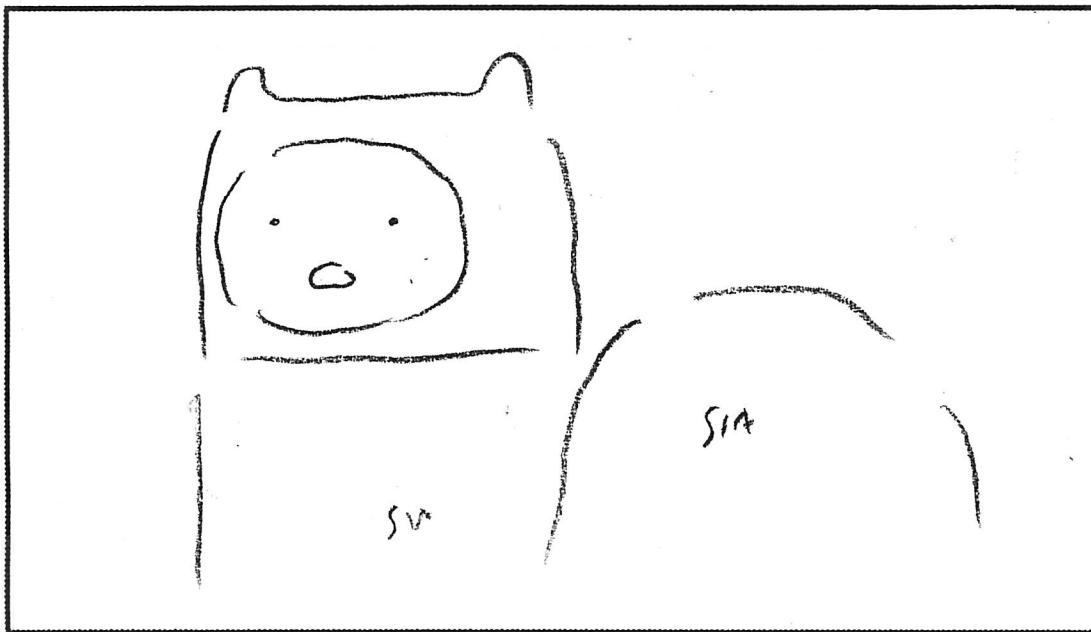
day night

Sc. 14

Pnl. A

Bg.

day night



Dialog:

(F): DEAD?

SHEBY: WELL.

Action:

SHEBY CRAWLS OUT  
OF ANN'S ARMPIT



Timing:

EPISODE #

Production:

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# ADVENTURE TIME



Page 19

Sc. 14

Pnl. B

Bg.

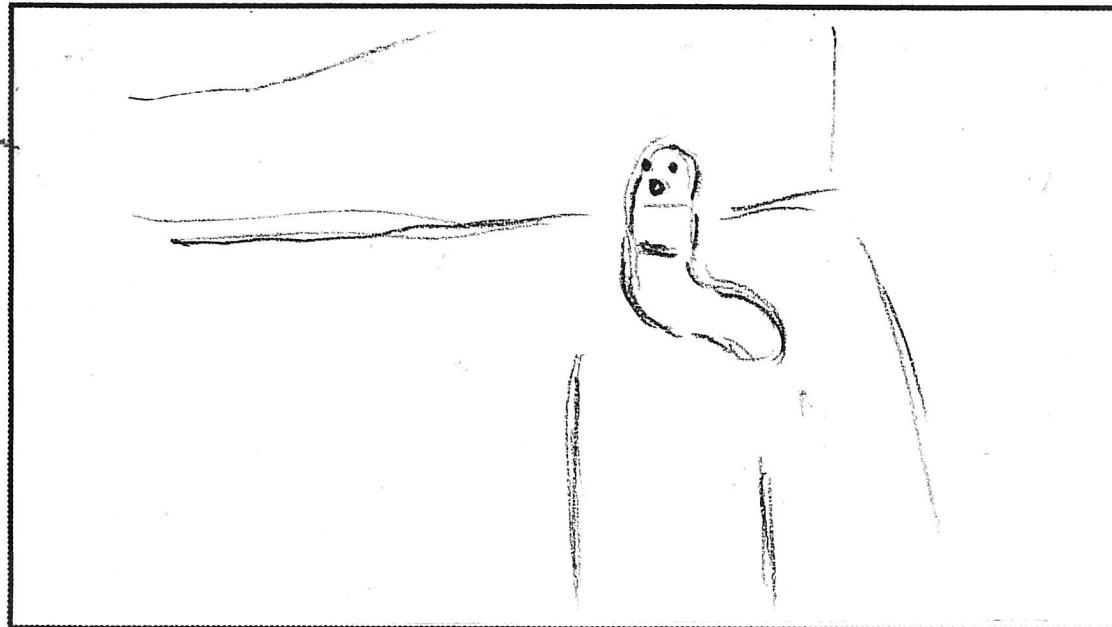
day night

Sc. 14

Pnl. C

Bg.

day night

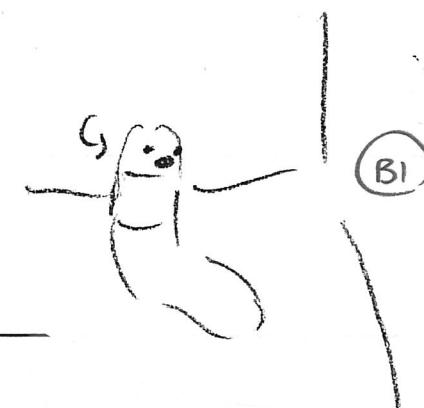


Dialog:

(SH) ARE SEING AS SEA LADS  
POND IS A FRESHWATER ENVIRONMENT... SALTWATER FISH, AND THE

(SH) [SUCKS AIR THROUGH TEETH] YEAH HE'S  
PROBLY DEAD.

Action:



—SHERBY COCKS HIS  
HEAD

Timing:

EPISODE #

Production:

1024-235

# ADVENTURE TIME



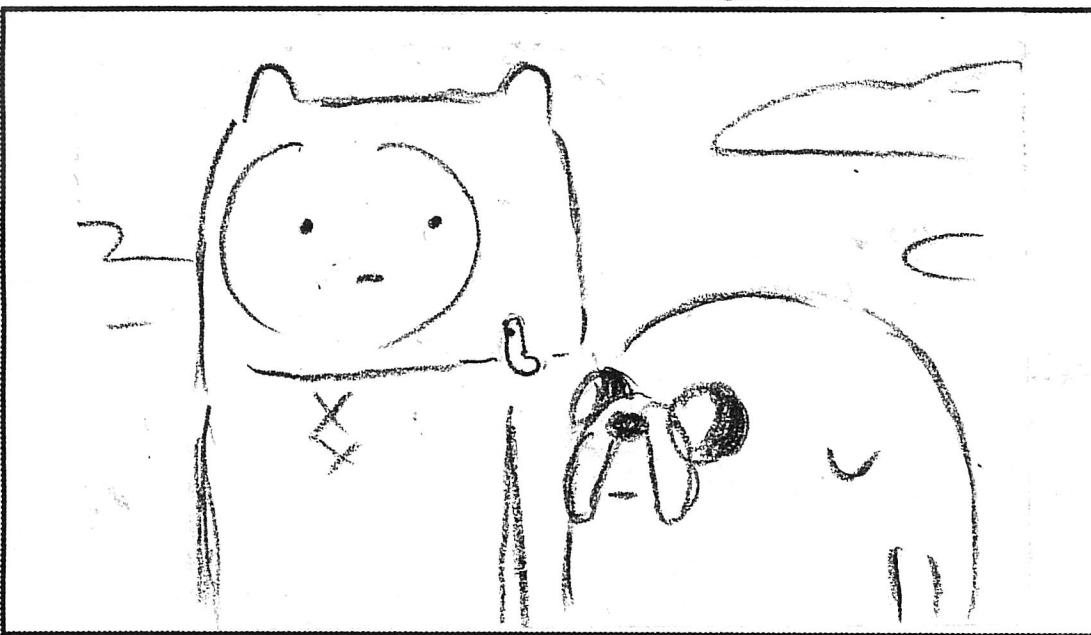
Sc. 15

Pnl. A

Bg.

day night

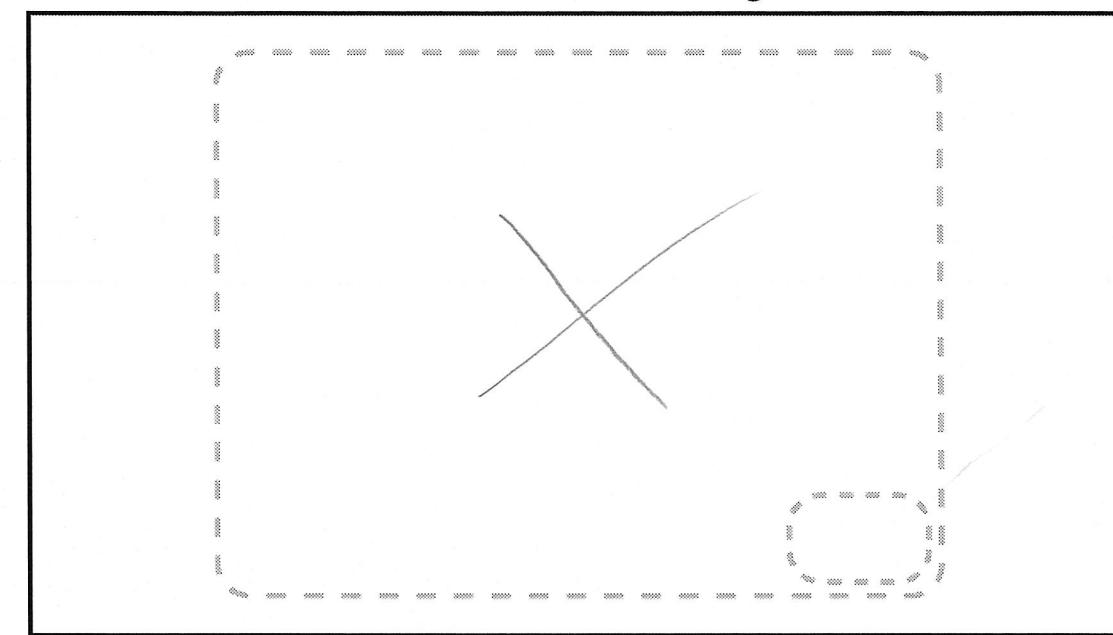
Sc.



Pnl.

Bg.

day night



Page 20

Dialog:

(SH) HAVENT YOU GUYS  
EVER HEARD OF  
OSMOREGULATION?

Action:

Timing:

EPISODE #

Production:

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# ADVENTURE TIME



21  
Page \_\_\_\_\_

Sc. 16

Pnl. A

Bg.

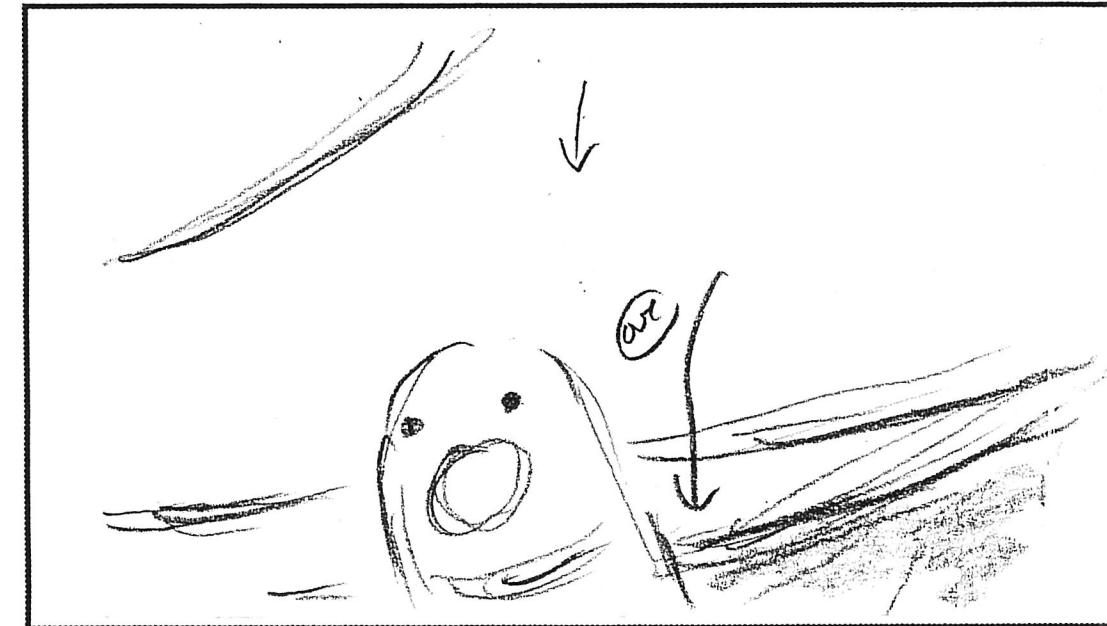
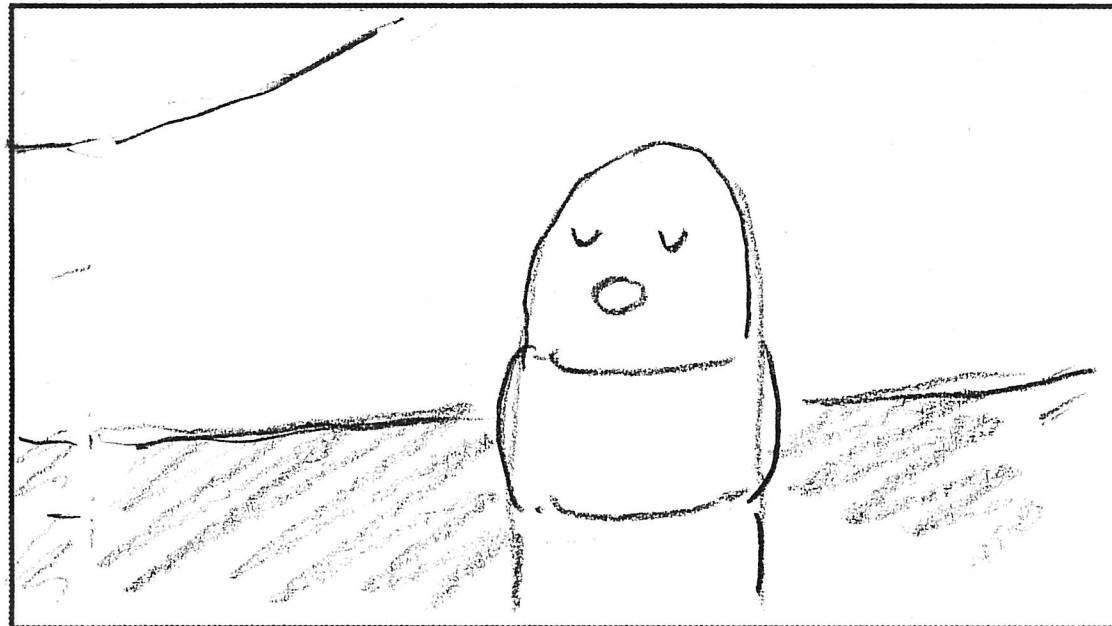
day night

Sc. 16

Pnl. B

Bg.

day night



Dialog:

(SM): ALLOW ME TO EXPLAIN.  
OSMO —

(SM): WAAA A

Action:

- F'S SHIRT/SH.  
GET PULLED DOWN / - F LEANS FORWARD

Timing:

# ADVENTURE TIME



Page 22

Sc. 17

Pnl. A

Bg.

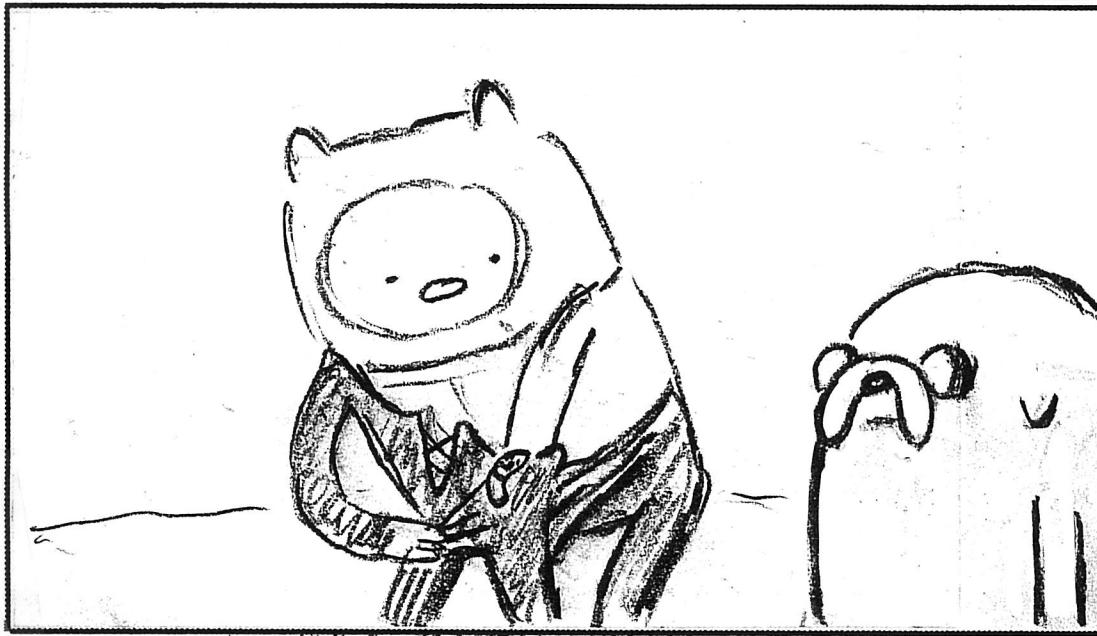
day night

Sc. 17

Pnl. B

Bg.

day night



Dialog:

(F): SORRY SHELBY.

Action:

- F. PULLS OFF  
PYAMAS.

Timing:



Production:

1054-235

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# ADVENTURE TIME



Page 23

Sc. 17

Pnl. C

Bg.

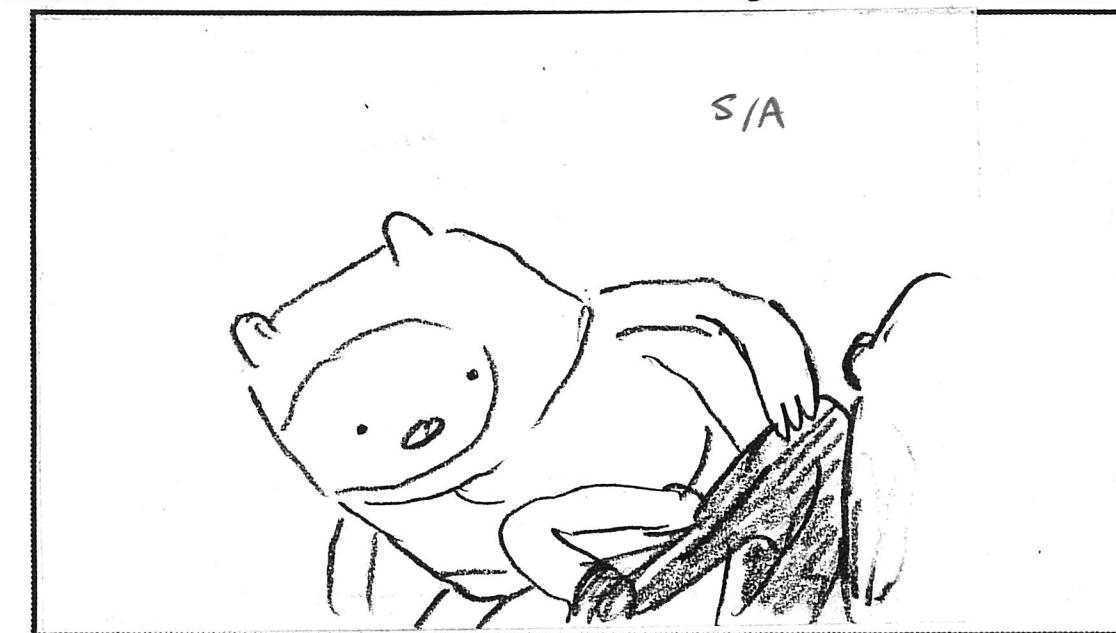
day night

Sc. 17

Pnl. D

Bg.

day night



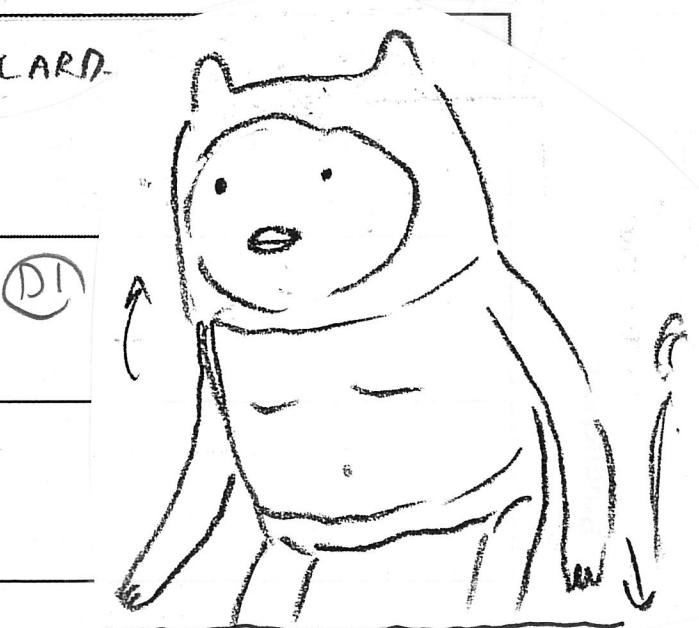
Dialog:

F: GOTTA SAVE THIS CARD.

Action:



Timing:



EPISODE #

1054-235

# ADVENTURE TIME



Sc. 18

Pnl. A

Bg.

day night



Sc. 18 cont

Pnl. B

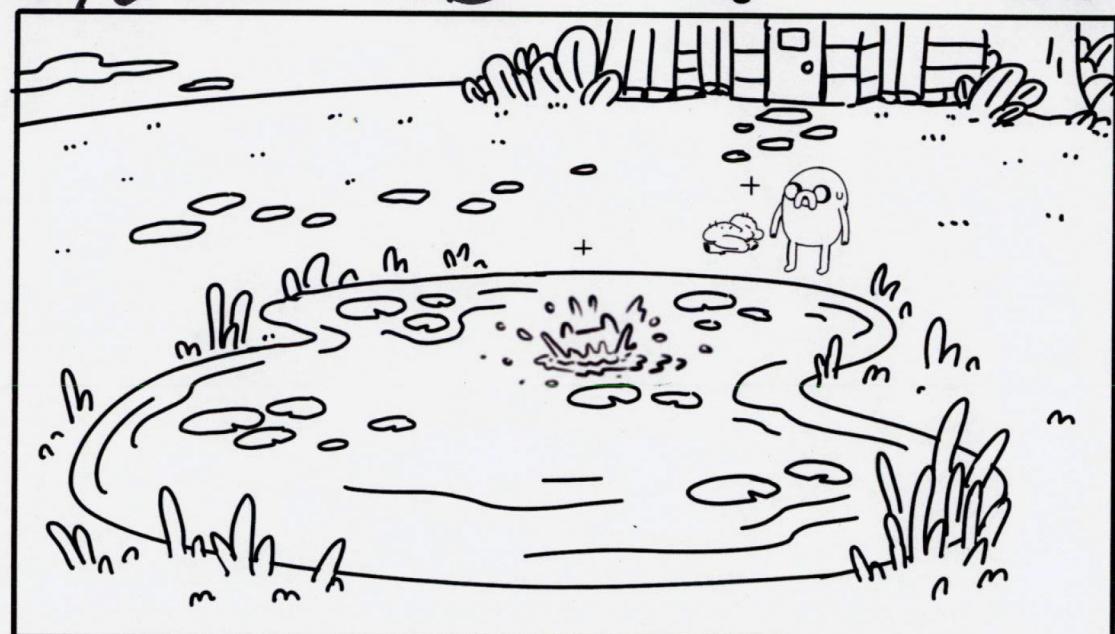
Bg.

Page

24

day night

NEXT



Dialog:

(F) ② (INHALE)

Action:



Timing:

SFX: \* SPLASH \*

- F. JUMPS IN POND

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# ADVENTURE TIME



Sc. 18 CONT

Pnl. C

Bg.

day night



Sc. 18 CONT

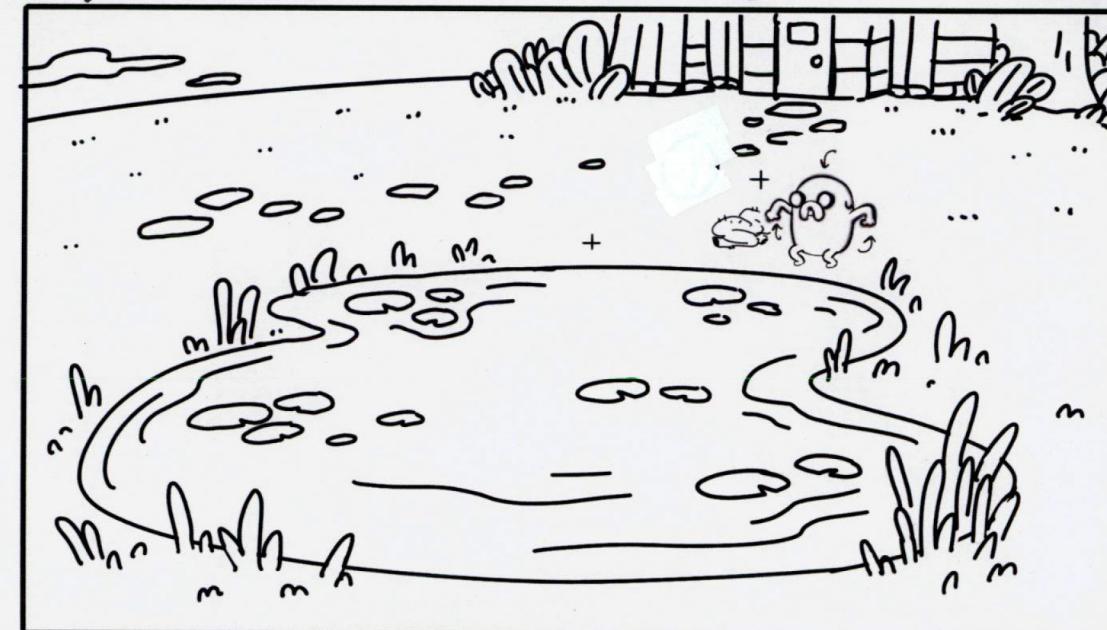
Pnl. D

Bg.

Page

24A  
25NEXT

day night



Dialog:

J: Me too, I guess...



Action:

② - ripples disappear  
SIA (D)

Timing:



④

SFX: \* SPLASH! \*

- J. JUMPS IN POND

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# ADVENTURE TIME



Page

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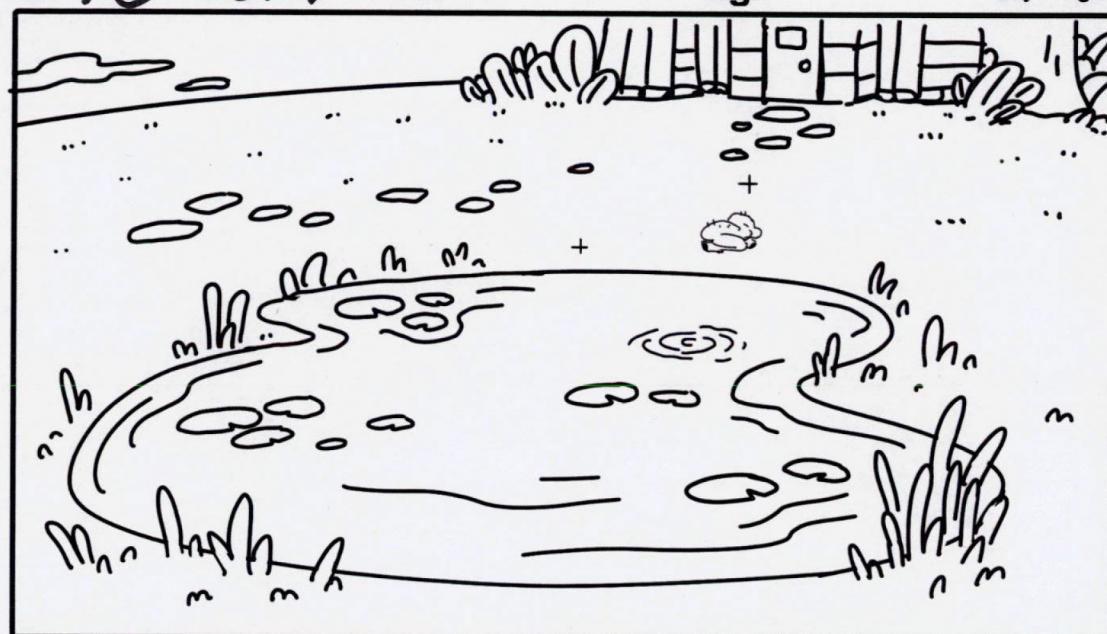
Sc. 18 cont Pnl. E

day night



Sc. 18 cont Pnl. F

day night



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Dialog:

Action:

Timing:

SEP 24 2010

Production:

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EPISODE #

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# ADVENTURE TIME



Page 26

Sc. 19

Pnl. A

Bg.

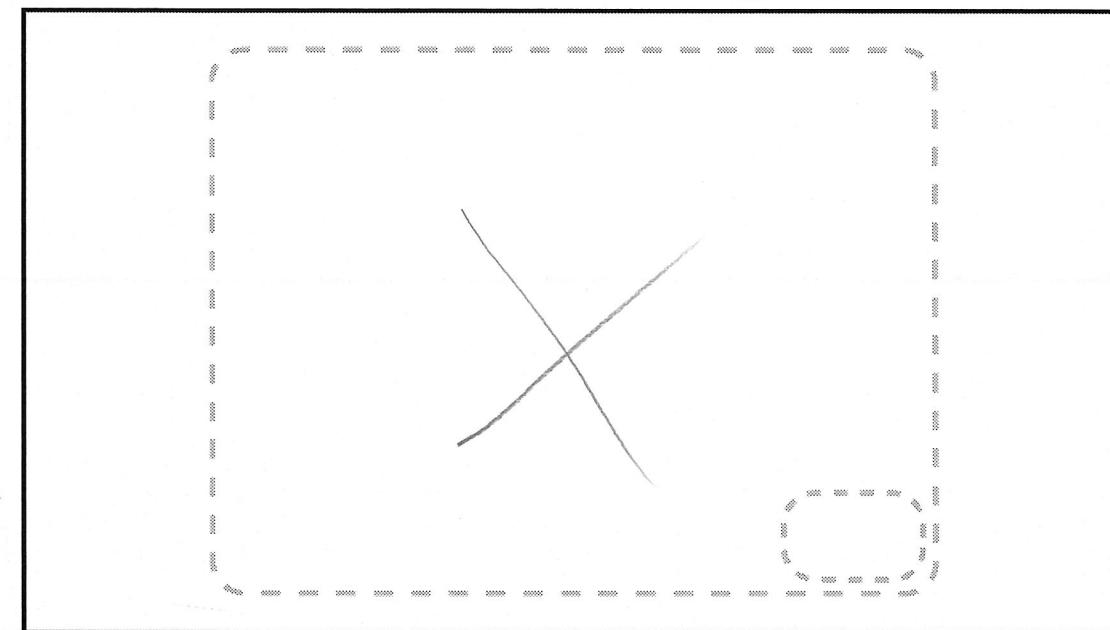
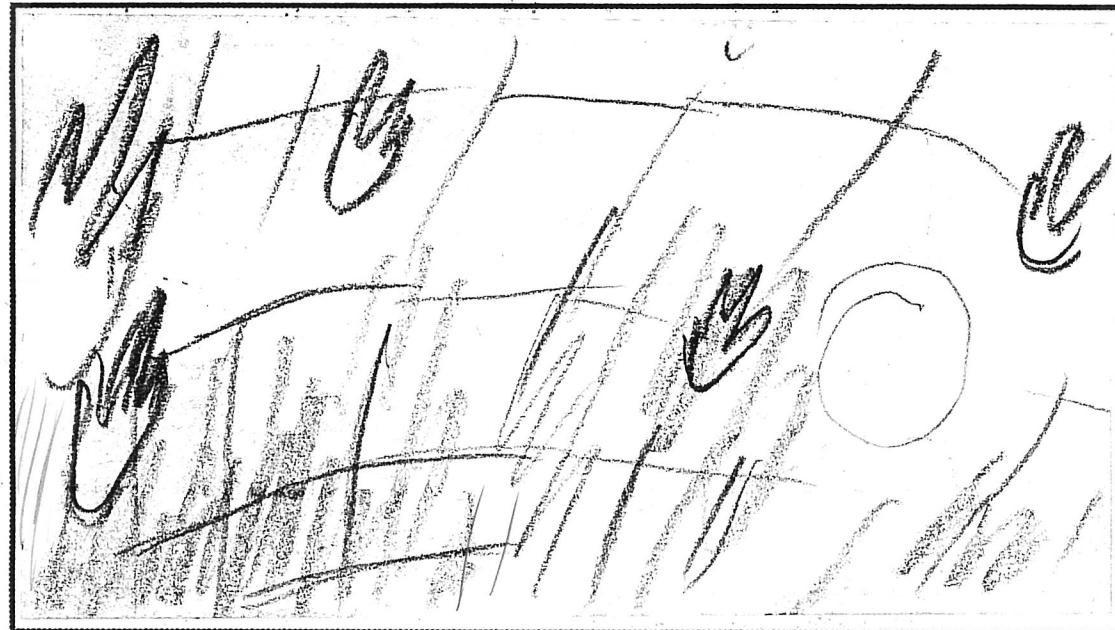
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

-F SWIMS DOWN  
INTO FRAME

Timing:



Production:

1054-235

EPISODE #

# ADVENTURE TIME



Page 27

Sc. 19

Pnl. B

Bg.

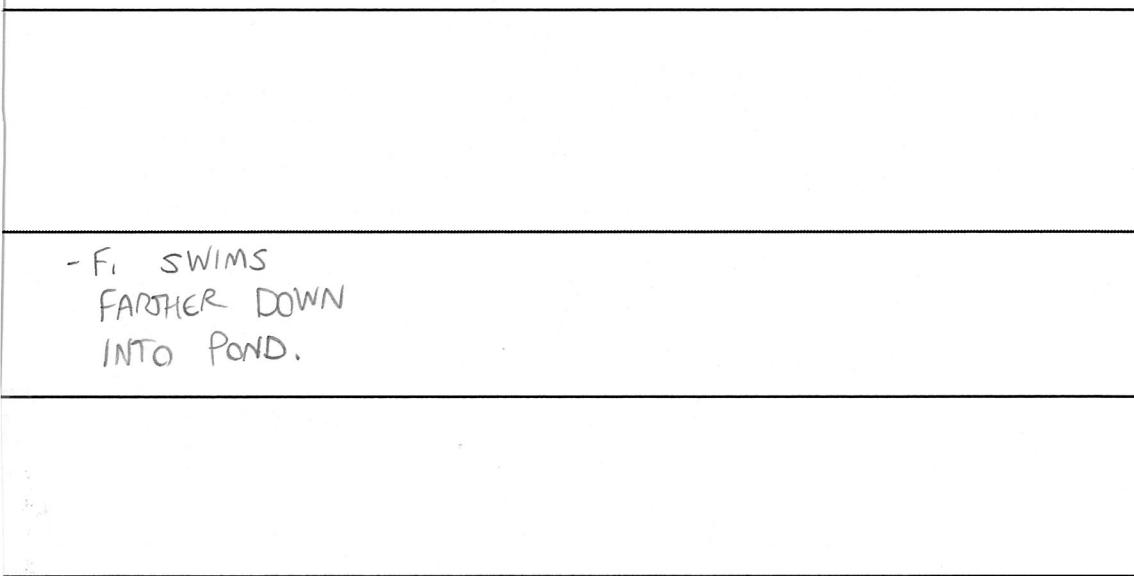
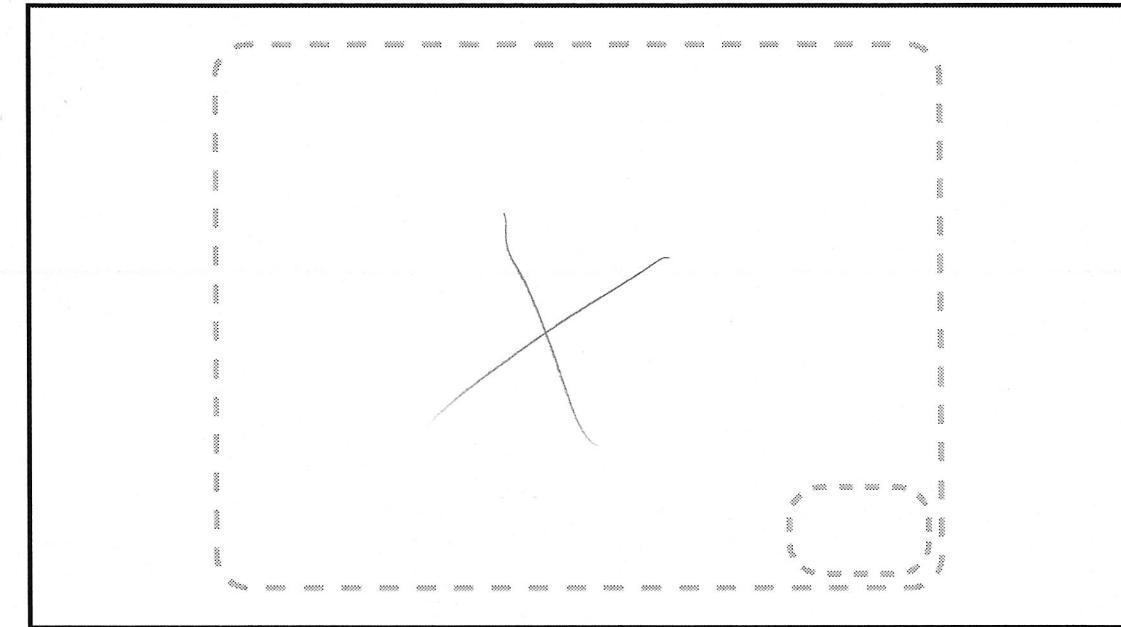
day night

Sc.

Pnl.

Bg.

day night



Production:

EPISODE #

034-23:

# ADVENTURE TIME



Page 28

Sc. 19

Pnl. C

Bg.

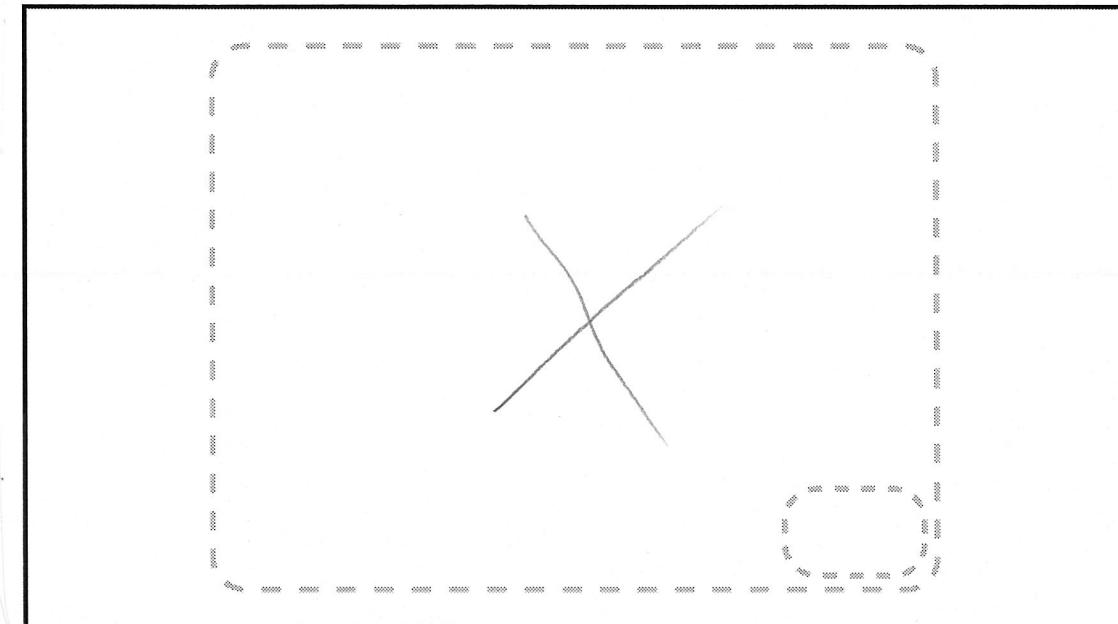
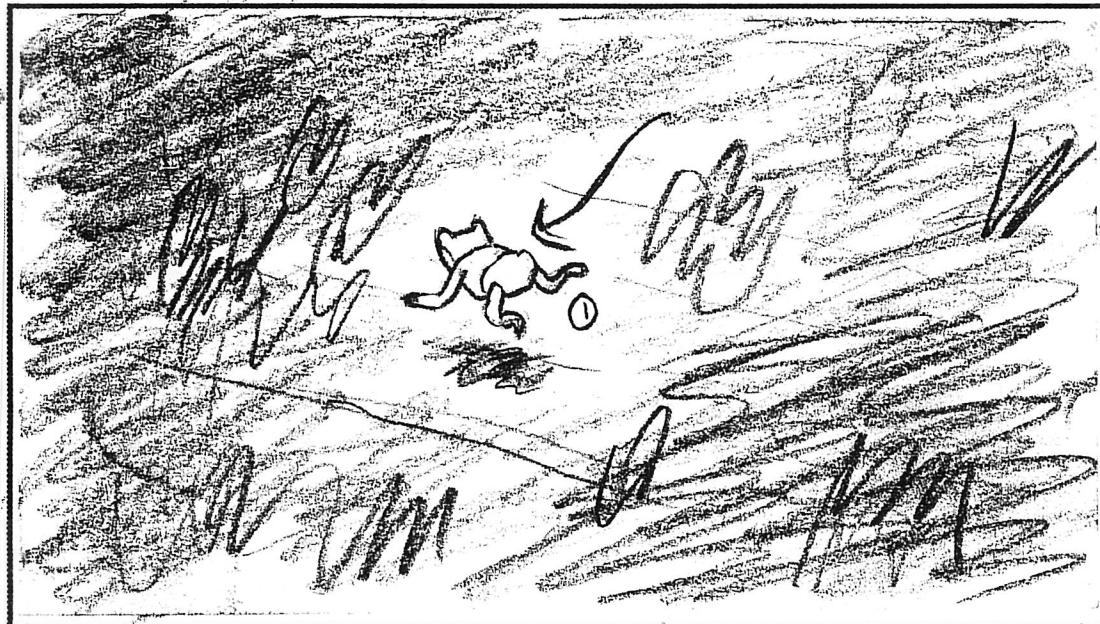
day night

Sc.

Pnl.

Bg.

day night

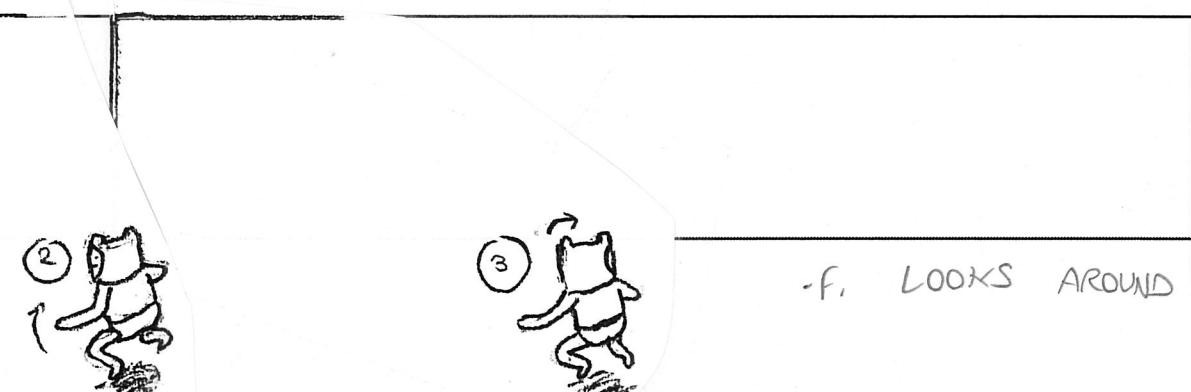


Dialog:

Action:

- F. SWIMS TO THE  
POND'S FLOOR.

Timing:



- F. LOOKS AROUND

Production:

034-235

EPISODE #

# ADVENTURE TIME



Page 29

Sc. 20

Pnl. A

Bg.

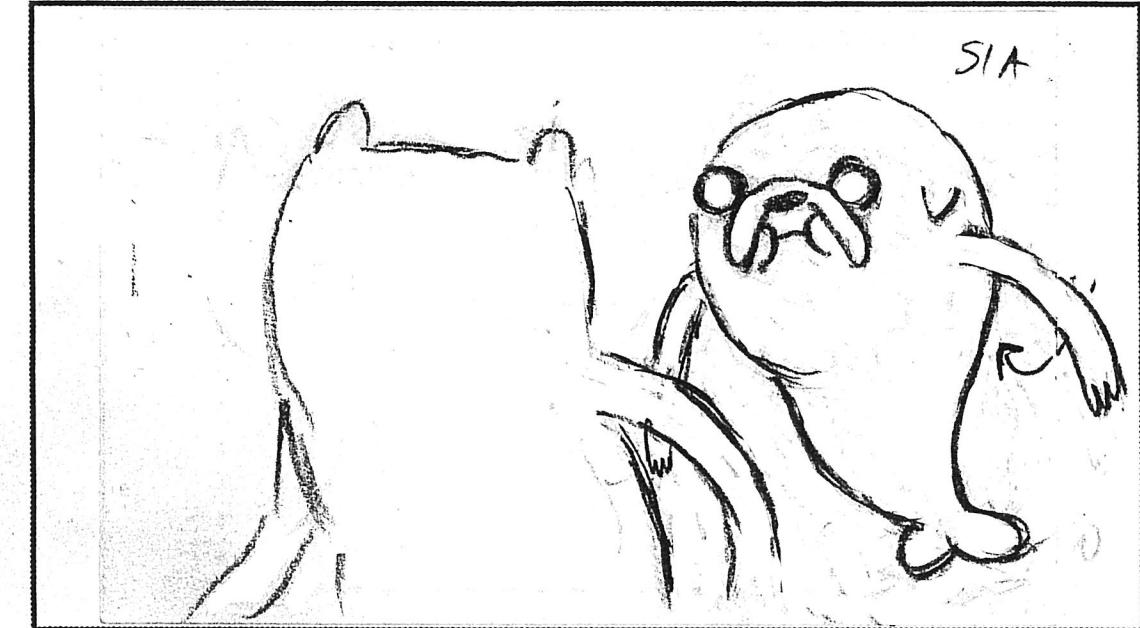
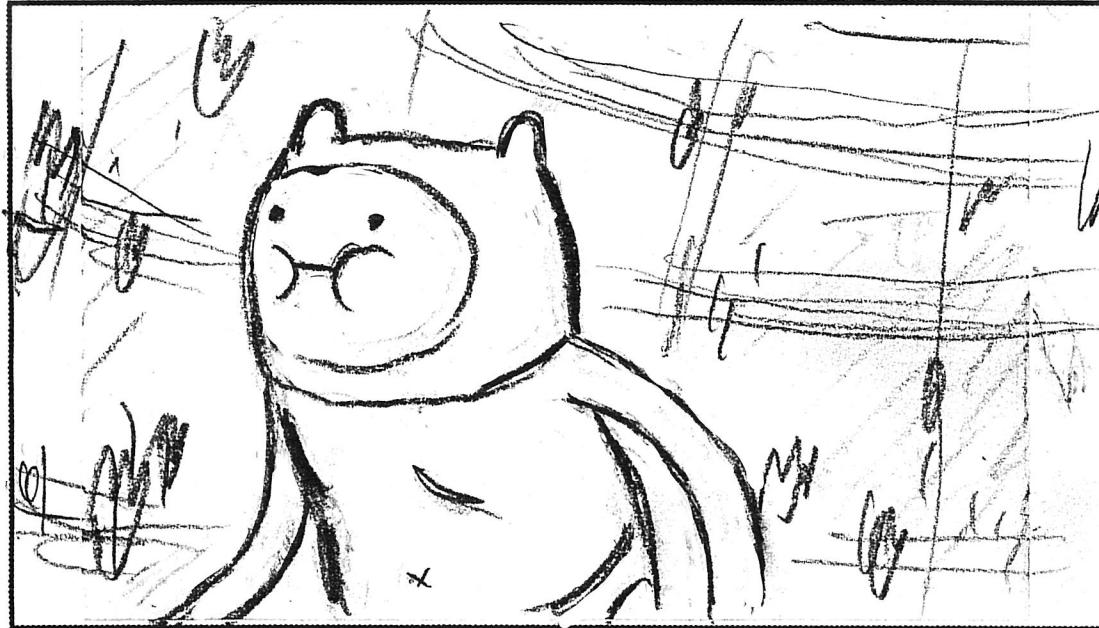
day night

Sc. 20

Pnl. B

Bg.

day night



Dialog:

(AI)

(IN)

- J STOPS NEXT TO FINN.

Action:

- J SWIMS  
INTO FRAME SHAPED  
LIKE A MERMAID.

Timing:

Production:

1034-235

EPISODE #

# ADVENTURE TIME



Page 36

Sc. 20

Pnl. C

Bg.

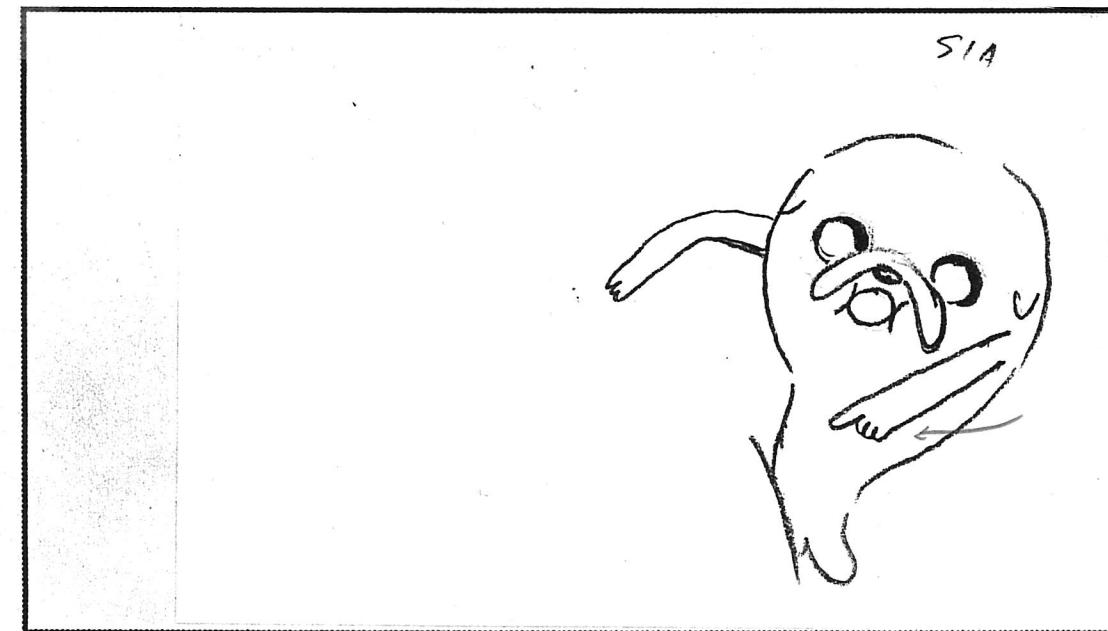
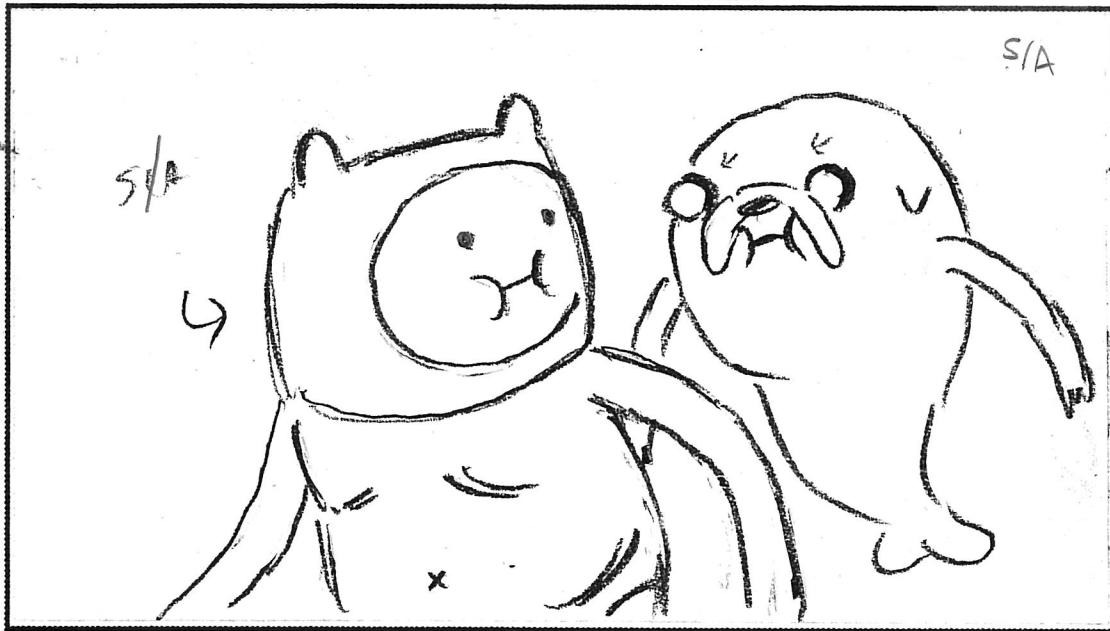
day night

Sc. 20

Pnl. D

Bg.

day night



Dialog:

(C)

Action:

- F + J LOOK AT EACH OTHER
- J LEANS TO THE SIDE, LOOKS PAST FINN

Timing:



Production:

34-235

EPISODE #

# ADVENTURE TIME



Page 31

Sc. 20

Pnl. E

Bg.

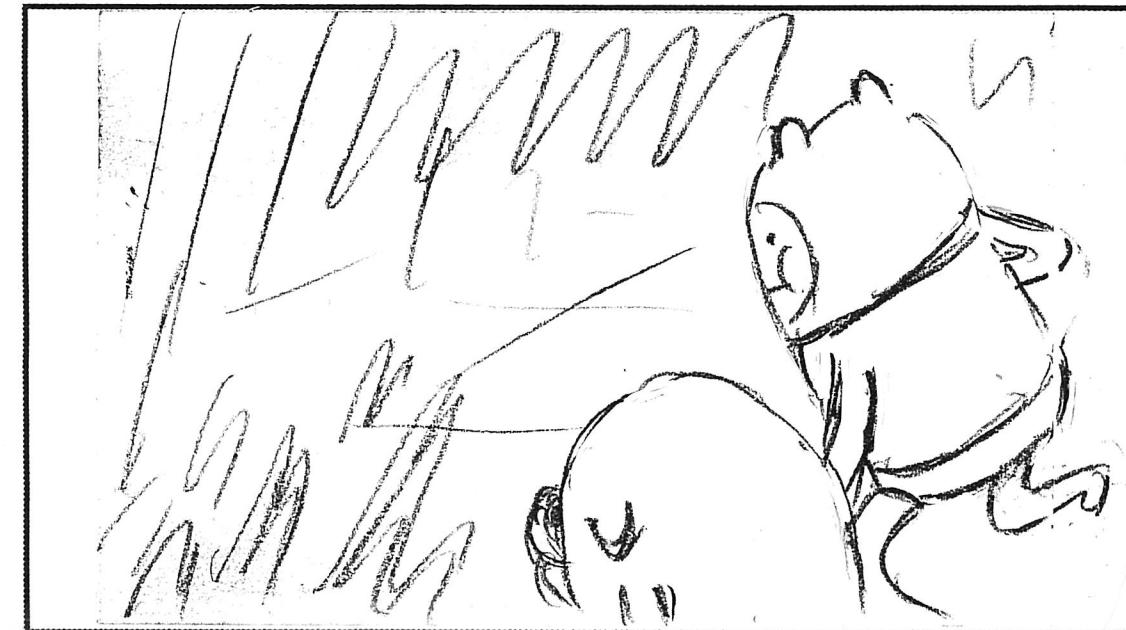
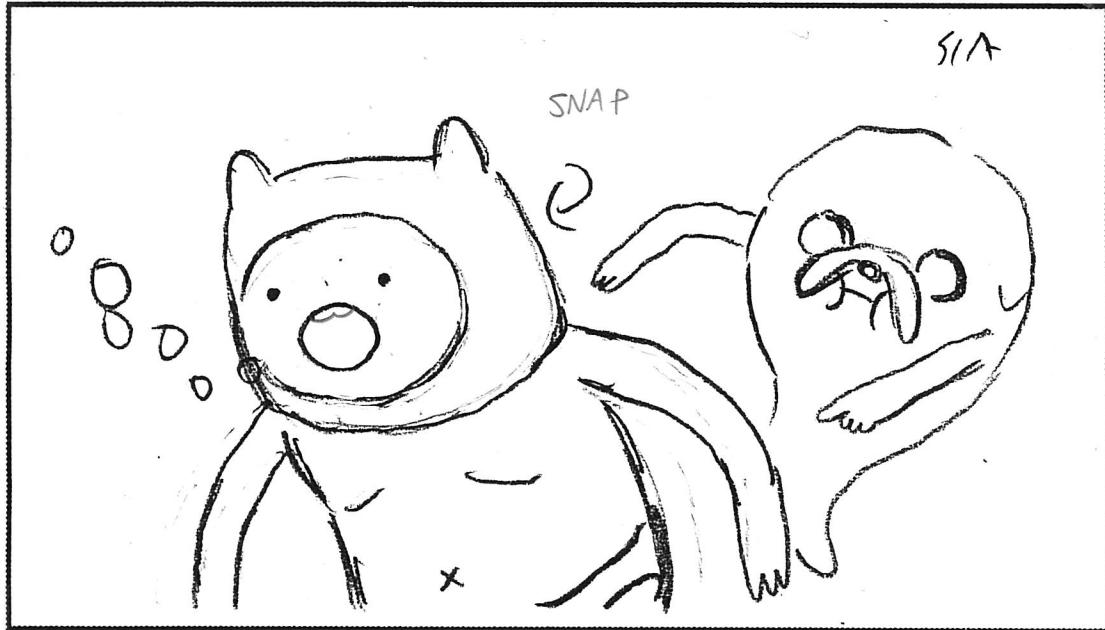
day night

Sc. 21

Pnl. A

Bg.

day night



Dialog:

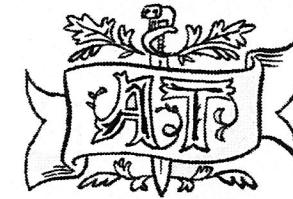
F: (surprised)

Action:

- F. TURNS AND RELEASES A MOUTHFUL OF BUBBLES.

Timing:

# ADVENTURE TIME



Page 32

Sc.

Pnl.

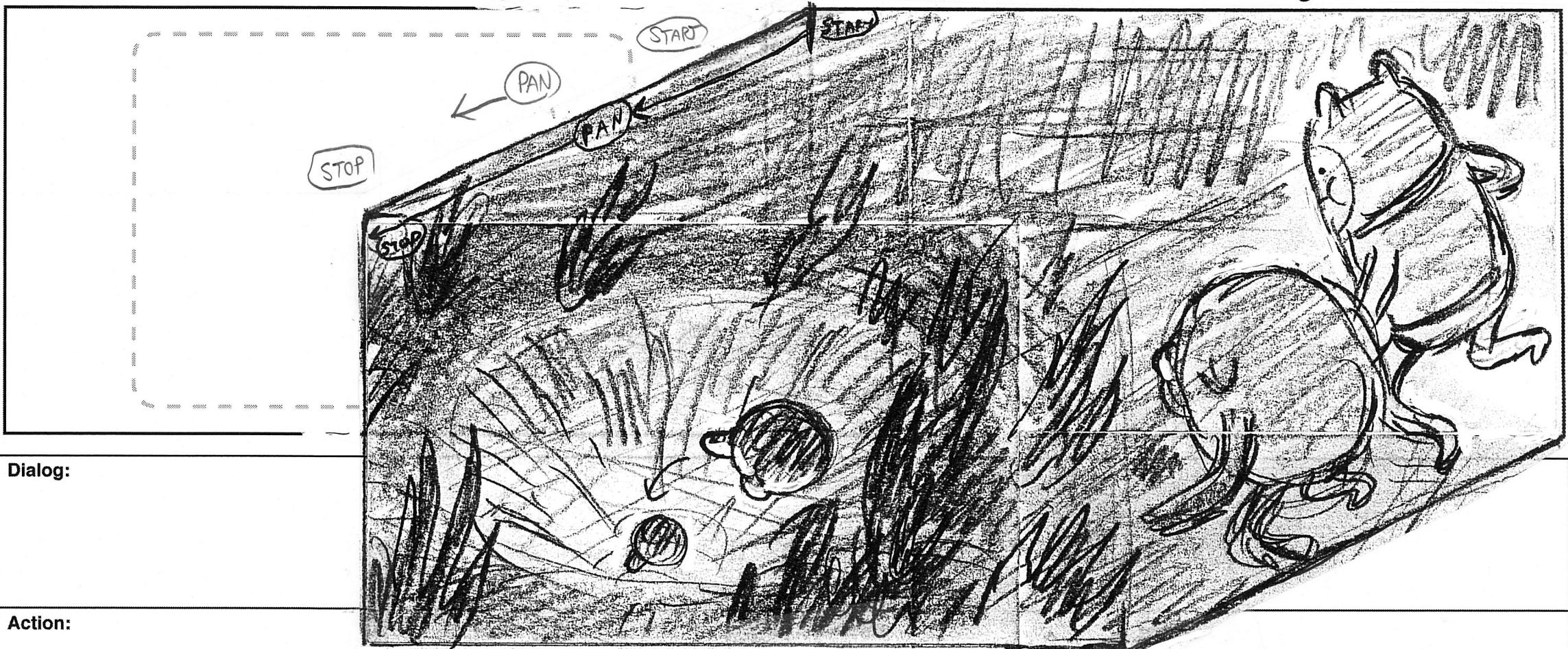
Bg.

Sc. 21

Pnl. B

Bg.

day night



Dialog:

Action:

-PAN DOWN TO SEA LARD APPROACHING GLOWING HOLE

Timing:

EPISODE #

Production:

1034-235

# ADVENTURE TIME

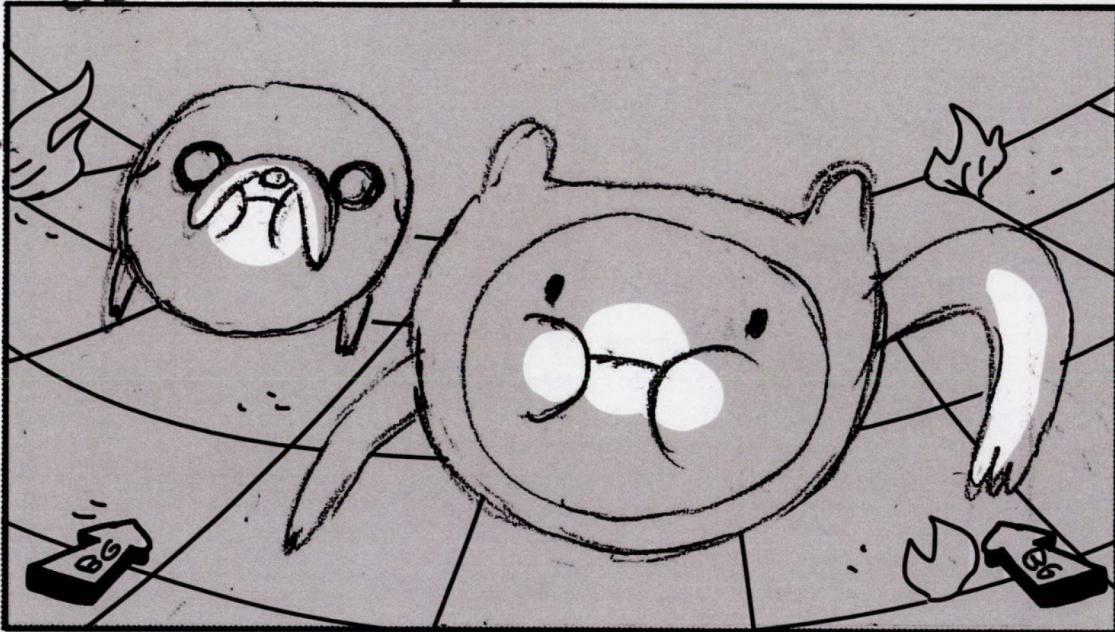


Sc. 22

Pnl. A

Bg.

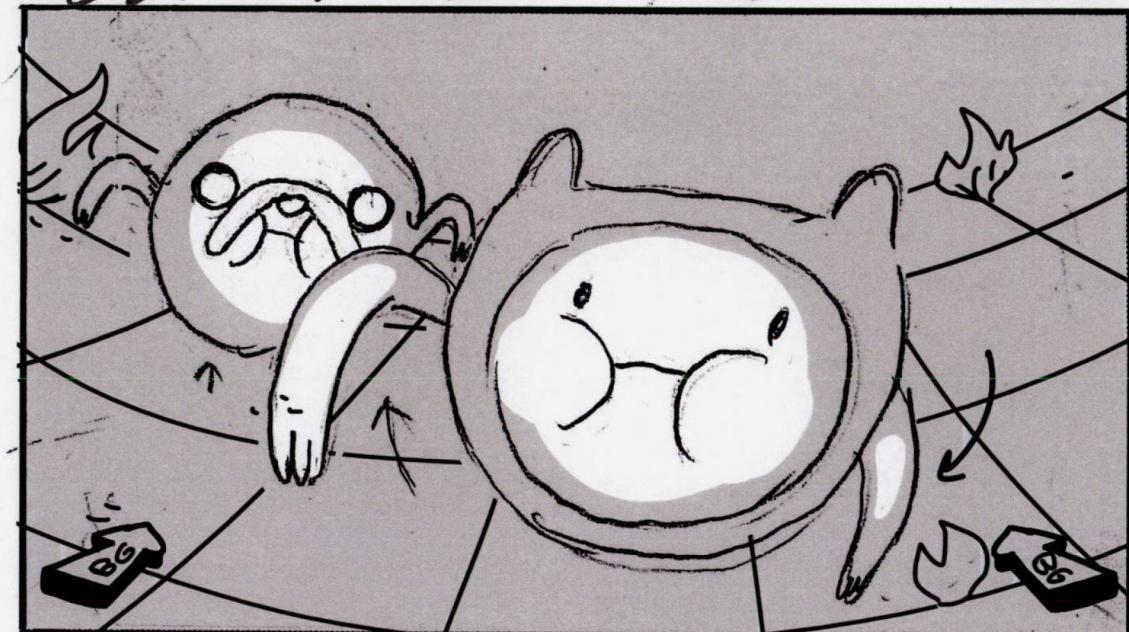
day night



Sc. 22 cont Pnl. B

Bg.

Page 33  
33 ANIM



Dialog:

Action:

-F + J SWIM TOWARD CAMERA  
PNL A  $\rightarrow$  B  
-RIM ANIMATES ON.

SEP 24 2015

Timing:

EPISONE # 1034-235

Production:

1034/235

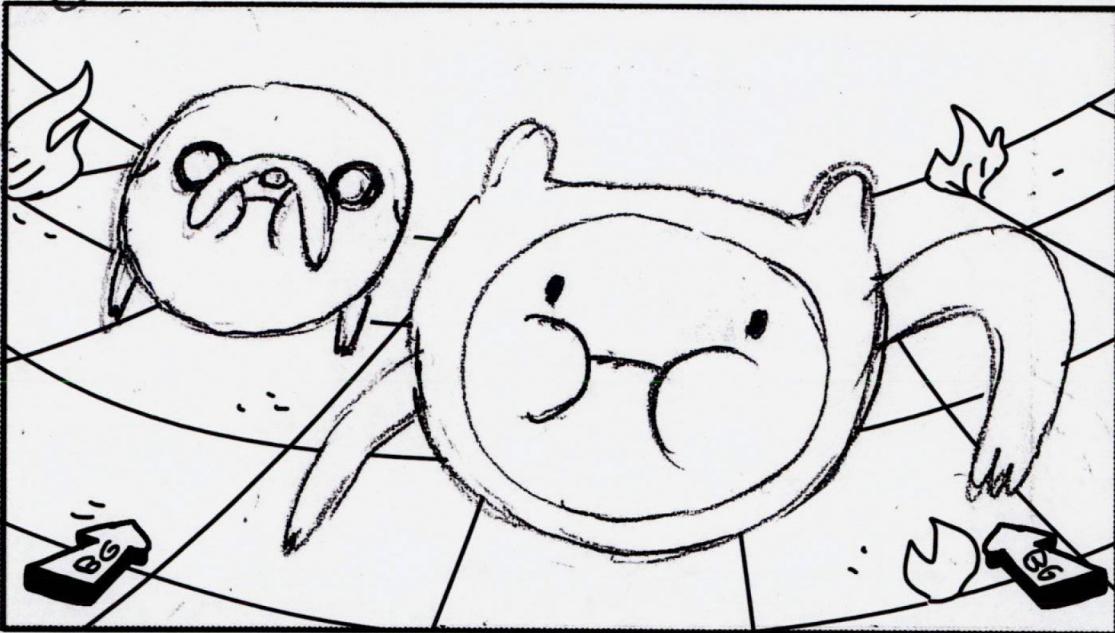
# ADVENTURE TIME



Sc. 22 CONT Pnl. C

Bg.

day night

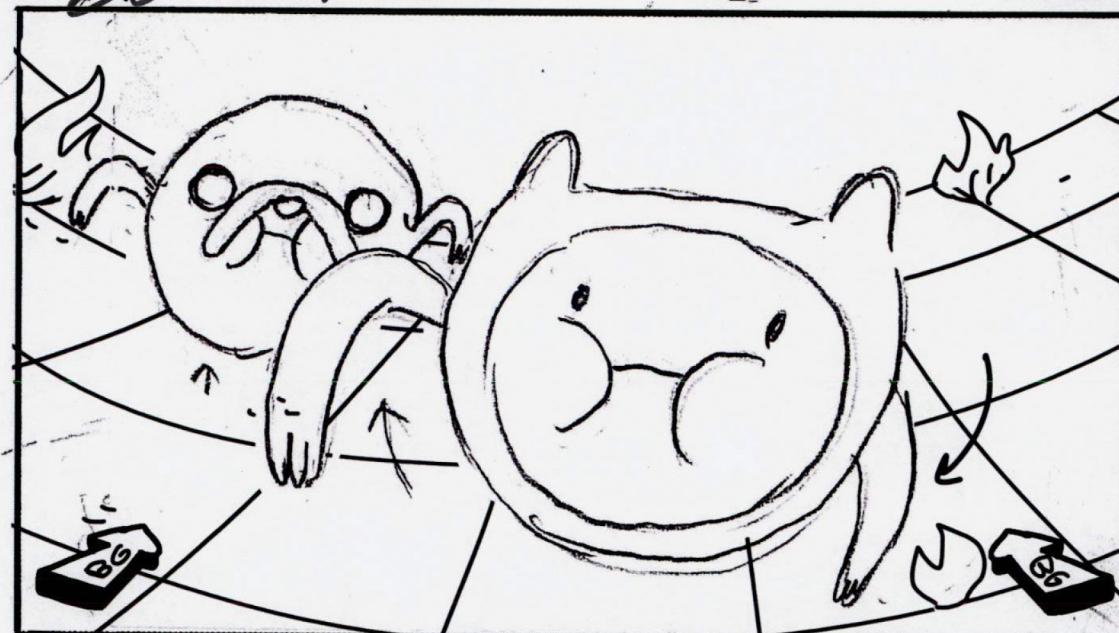


Sc. 22 CONT Pnl. D

Bg.

Page

33A  
34NEXT  
day night



1034/235

Dialog:

Action:

- F + J SWIM TOWARD CAMERA
- SWIM CYCLE PNL (C) + (D)

SEP 24 2015

Timing:

1034-235

EPISONE #

Production:

1034/235

1034/235

# ADVENTURE TIME

Sc. 23

Pnl. A

Bg.



day night

Sc.

Pnl.

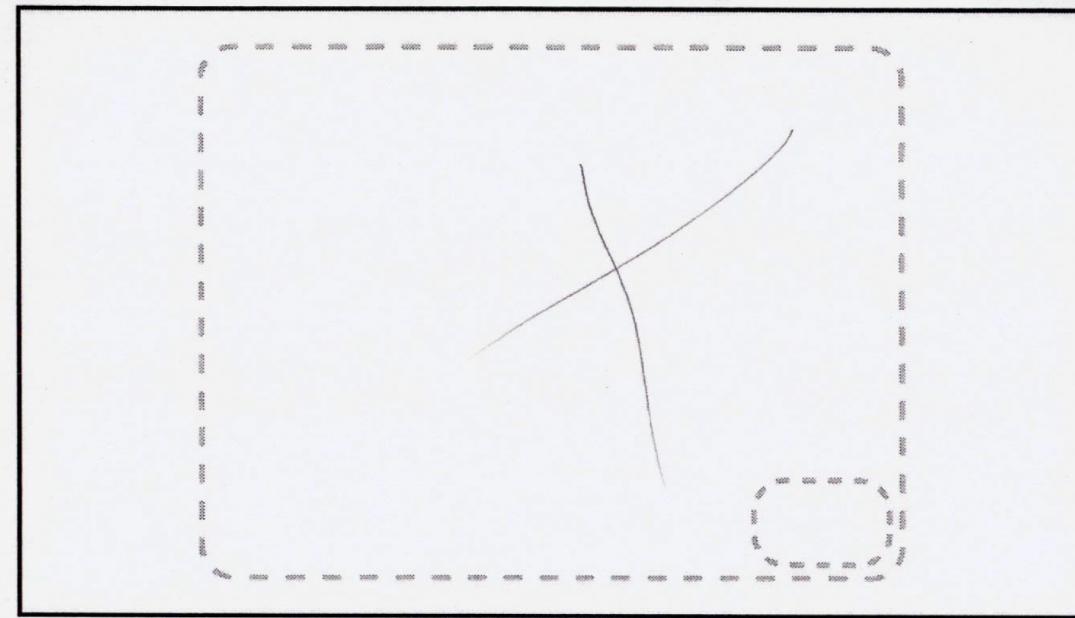
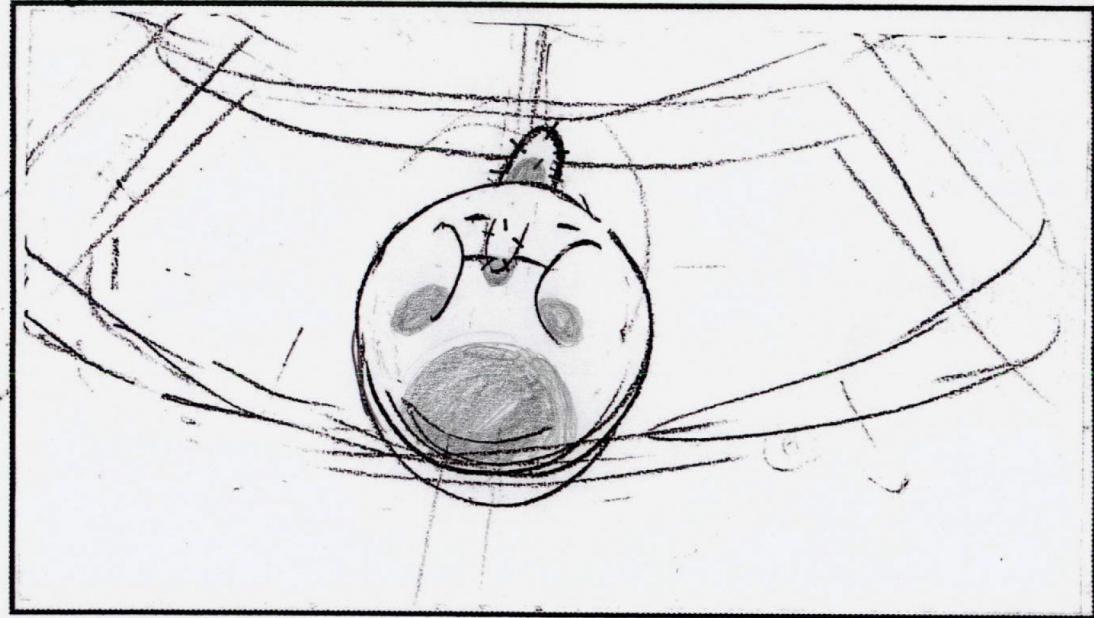
Bg.

Page

34

34 NEXT

day night



Dialog:

SP

Action:

SEP 24 2015

Timing:

Production:

1034-235

EPISODE #

1034 / 235

1034 / 235

1034 / 235

# ADVENTURE TIME



Sc. 23 CONT Pnl. B

Bg.

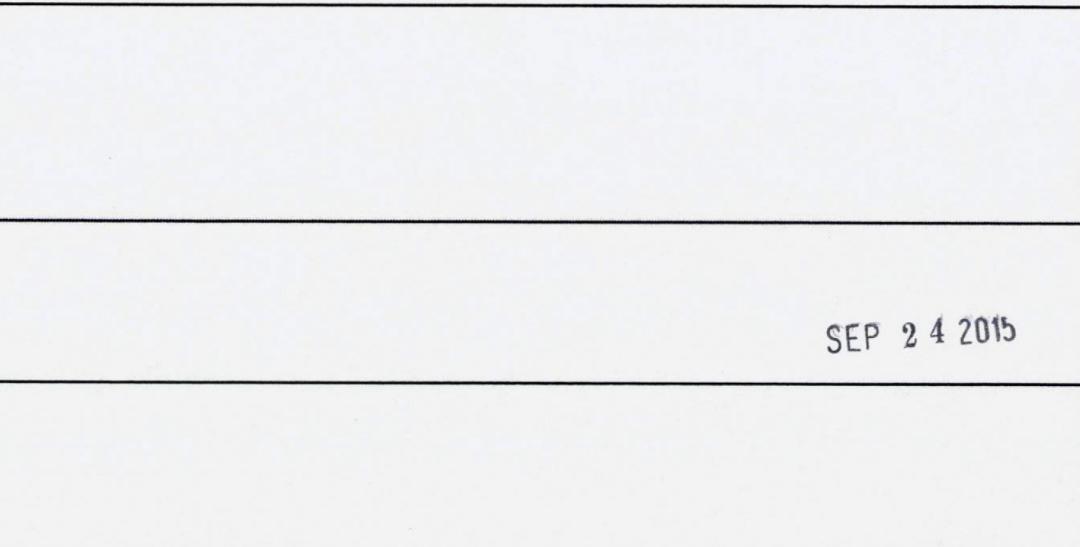
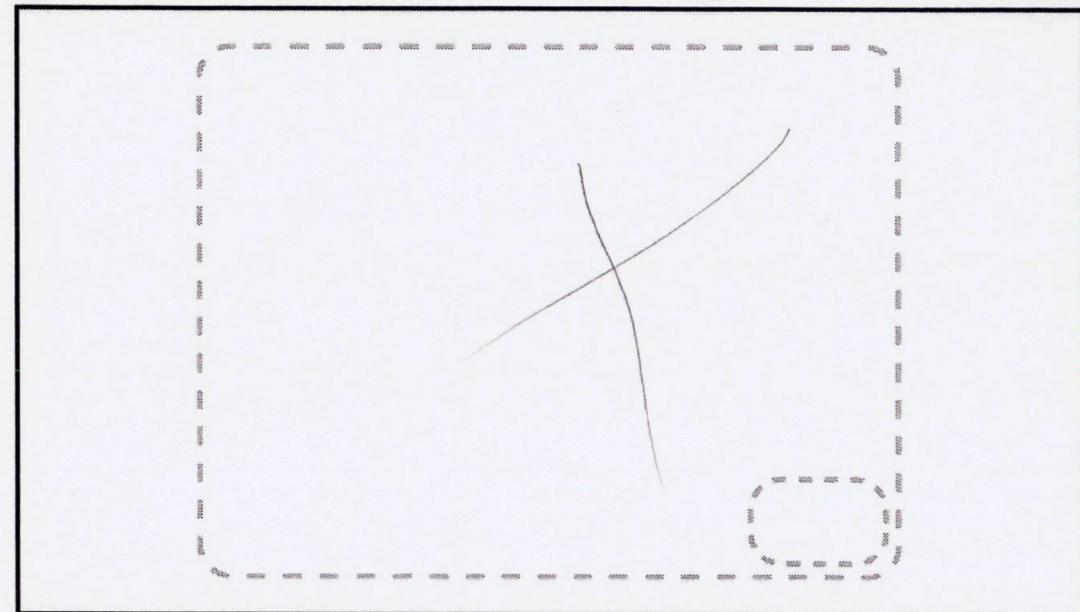
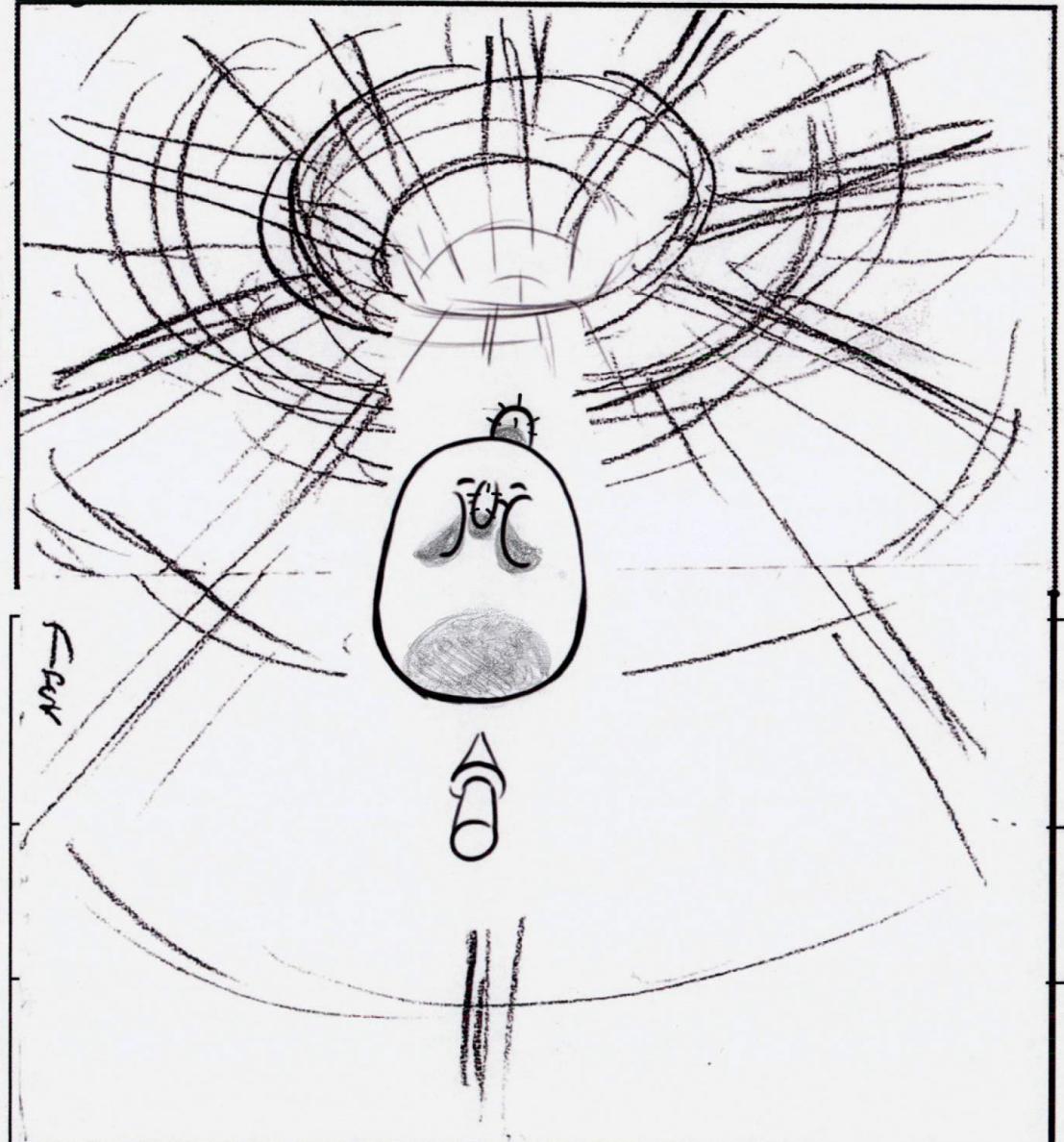
day night

Sc.

Pnl.

Bg.

Page 34A  
35 NEXT  
day night



Production:

EPISODE #

1034-235

1034/235

1034/235

# ADVENTURE TIME



Page 35

Sc. 23 CONT Pnl. C

Bg.

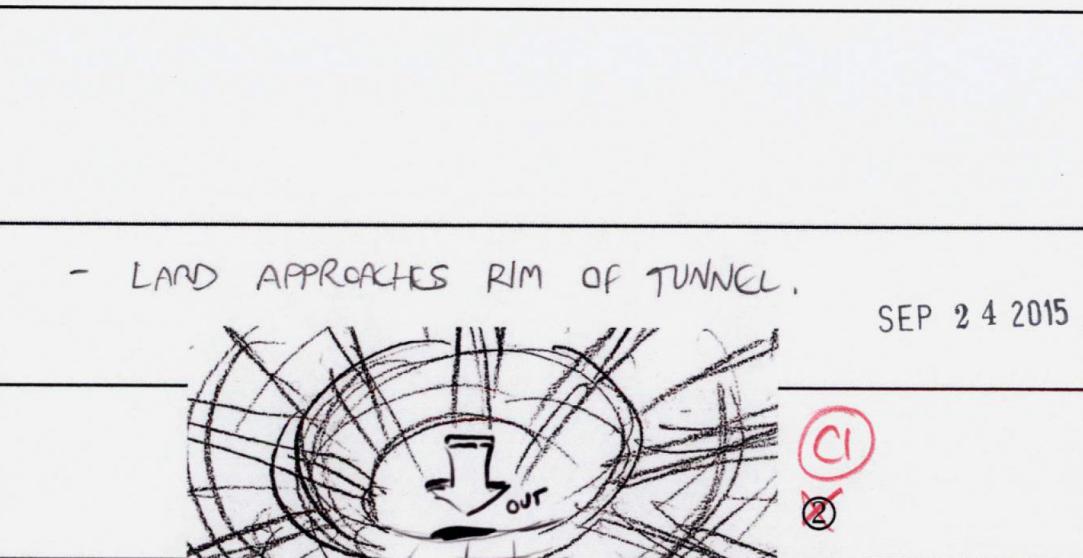
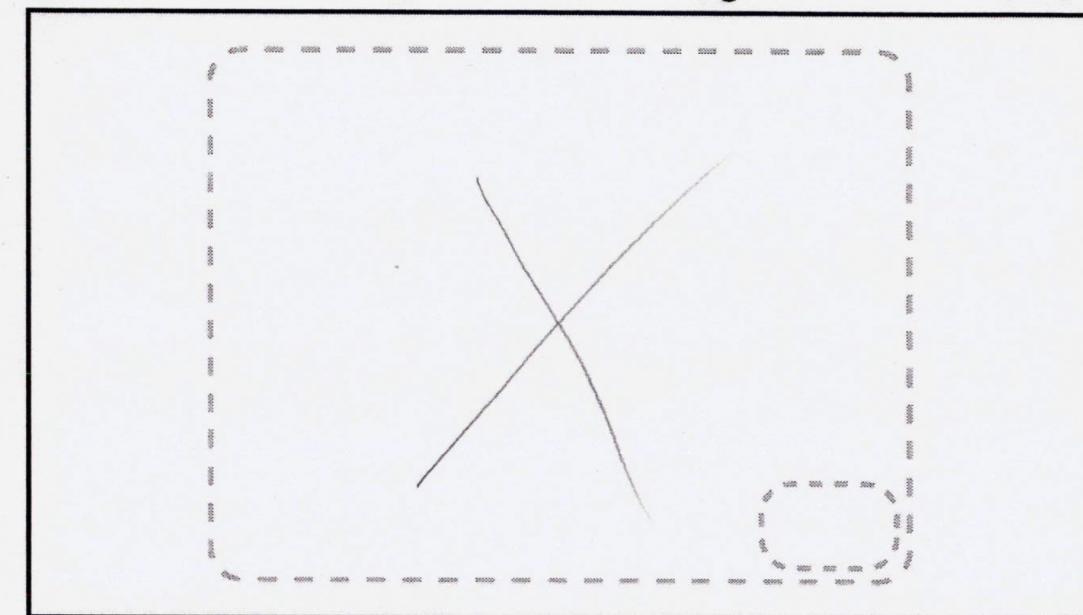
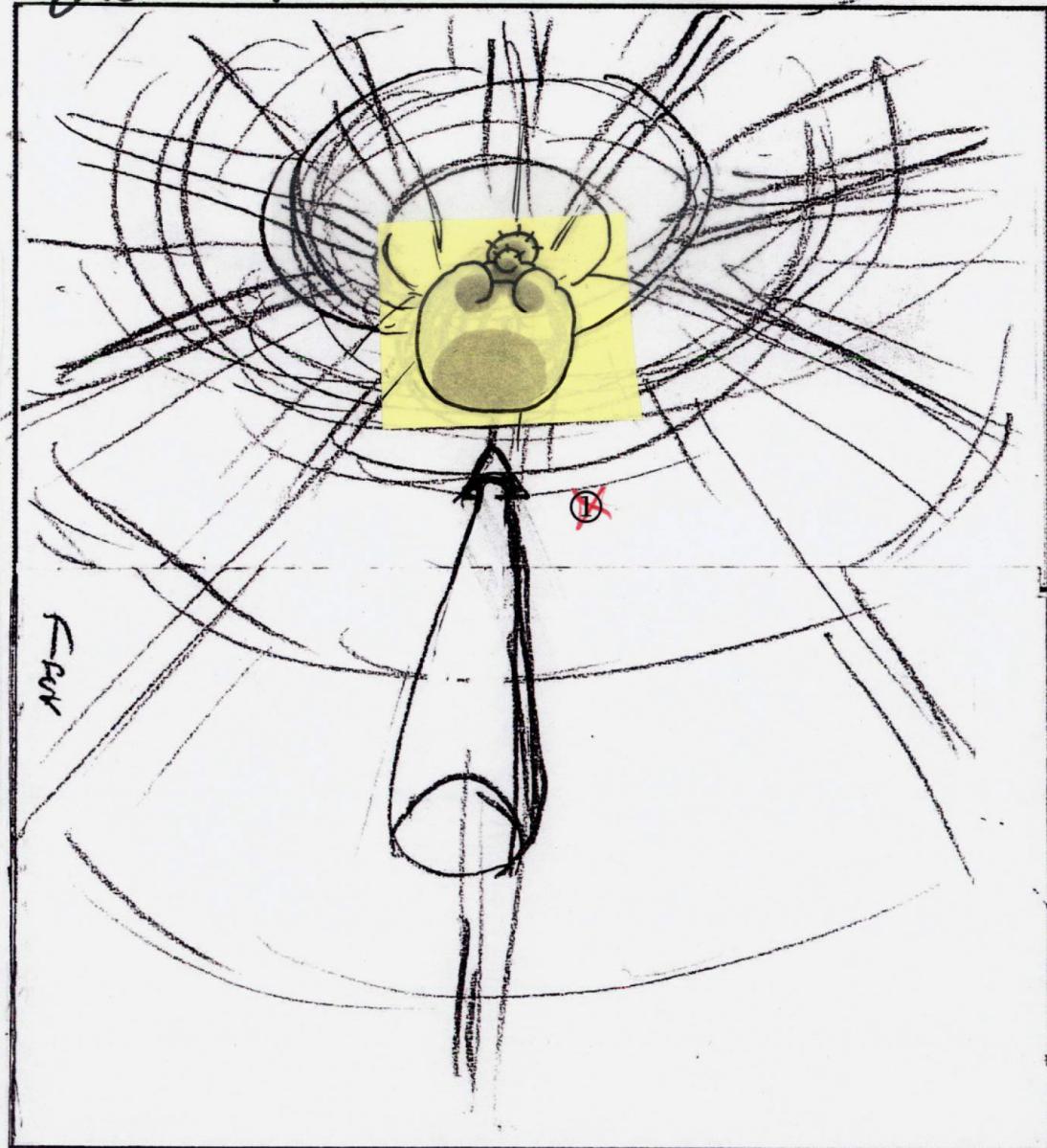
day night

Sc.

Pnl.

Bg.

day night



- LAND APPROACHES RIM OF TUNNEL.

SEP 24 2015

Production:

1034/235

EPISODE # 1034-235

1034/235

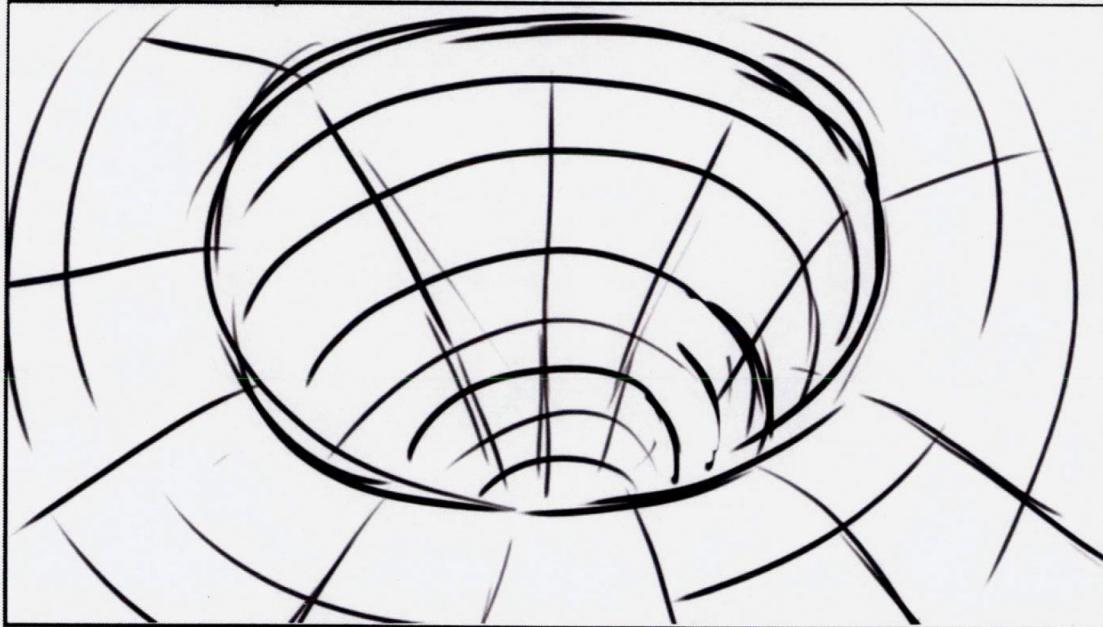
# ADVENTURE TIME



day night

Sc. 23 cont Pnl. D

Bg.



Sc. 23 cont Pnl. E

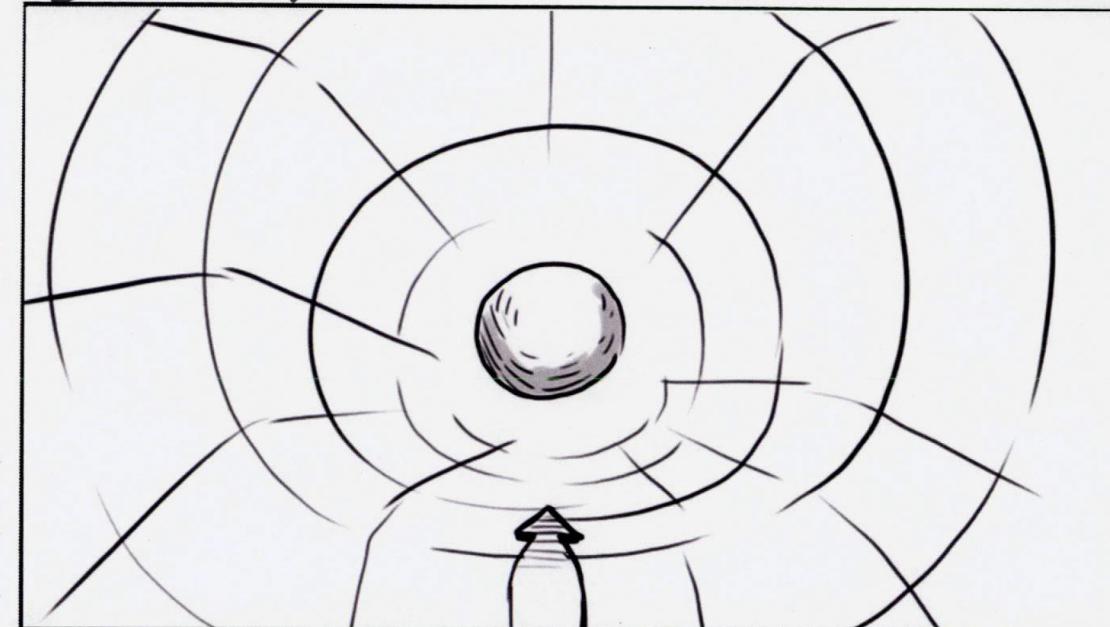
Bg.

Page

36

day night

36A NEXT



Dialog:

Action:

- S.L DIVES INTO TUNNEL

- BG ANIMATES

SEP 24 2015

Timing:

EPISODE # 1034-235

1034/235

Production:

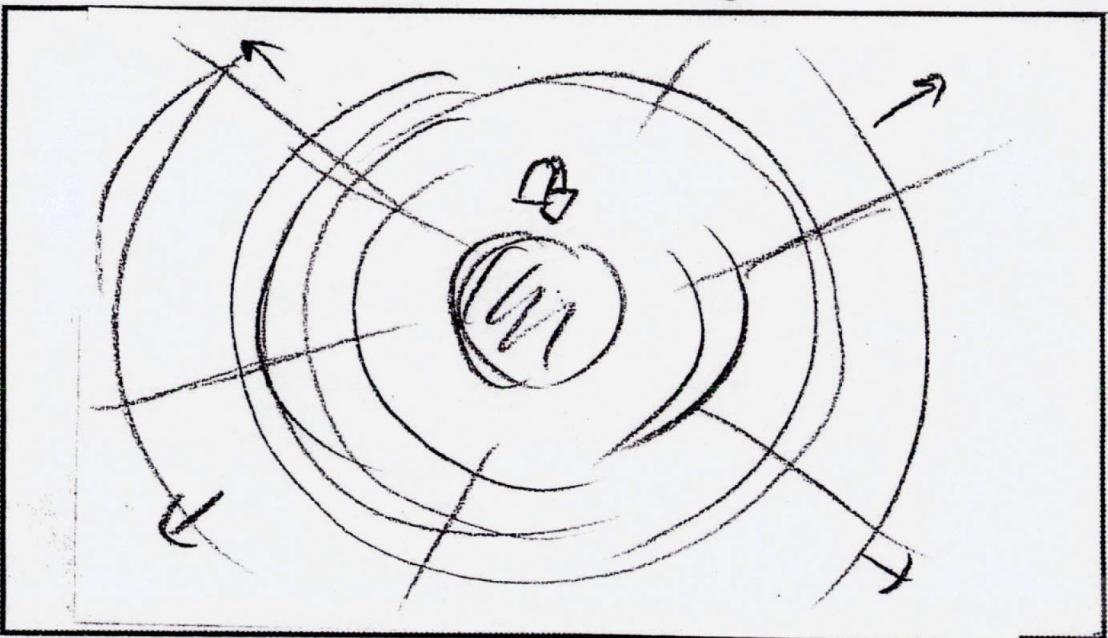
1034/235

## ADVENTURE TIME

Sc. 23 *CONT* Pnl. F

Bg.

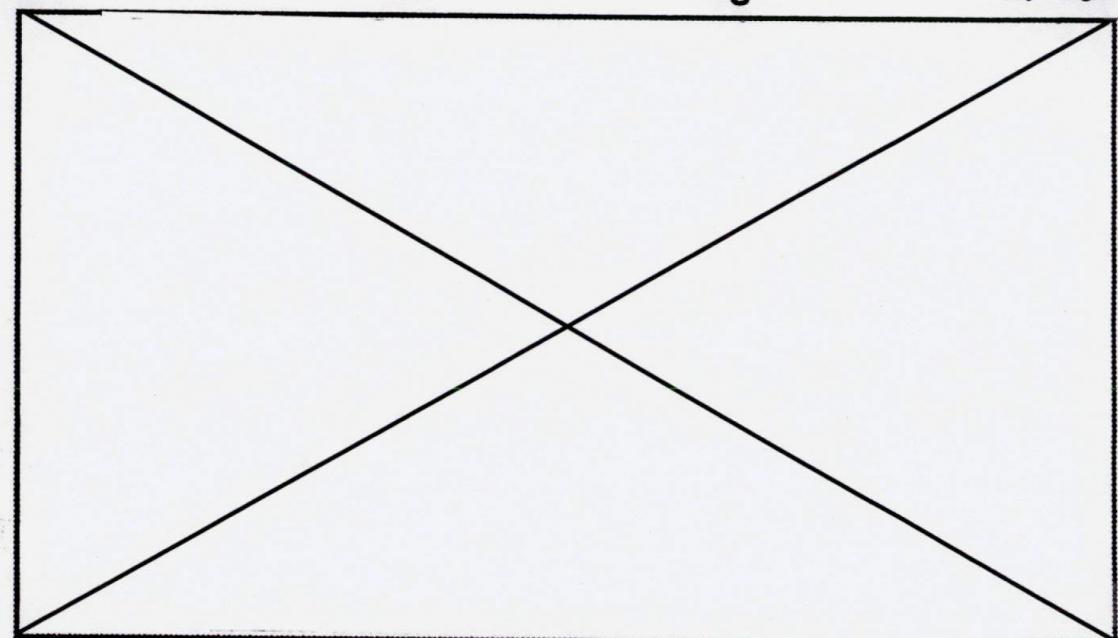
day night



Sc.

Pnl.

Bg.



Page

36A  
37 NEXT  
day night

EPISODE #

1034-235

Production:

1034/235

Dialog:

Action:

- S.L DIVES INTO TUNNEL

- BG ANIMATES

SEP 24 2015

Timing:

1034/235

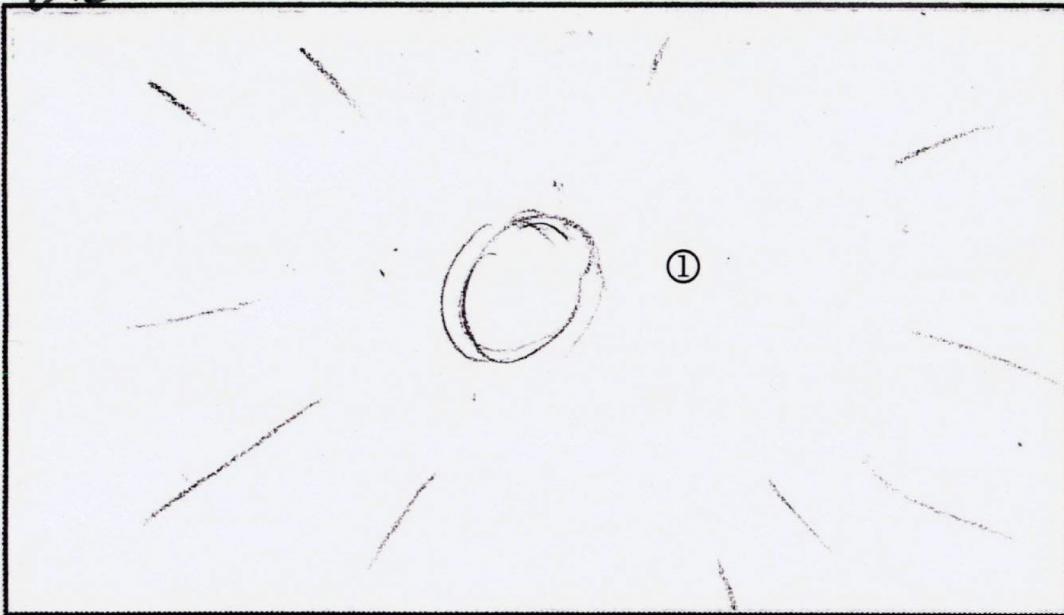
# ADVENTURE TIME

Sc 23 cont Pnl. G

Bg.



day night



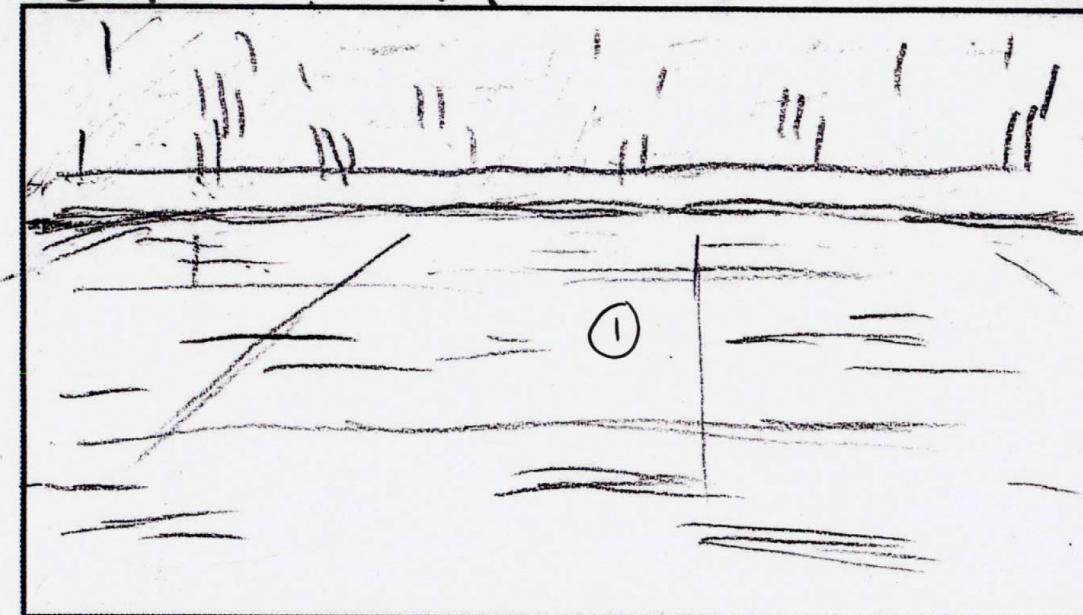
Sc 24

Pnl. A

Bg.

Page 37

day night



1034/235

Dialog:

WN1: SMASHN, SMASHIN! →  
WN2: SMASH THE FROG ↗  
WN3: (WN2/3 HARMONIZE W/ WN1)

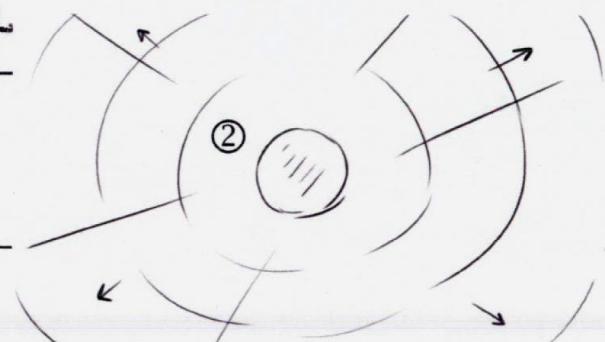
WN1: SMASHN →  
WN2: SMASH THE ↗

Action:

- LIGHT TRACES  
OVER

- LARD EMERGES  
FROM POOL.

Timing:



SEP 24 2015

1034/235

EPISODE # 1034-235

1034/235

# ADVENTURE TIME

Sc. 24 cont Pnl. B

Bg.

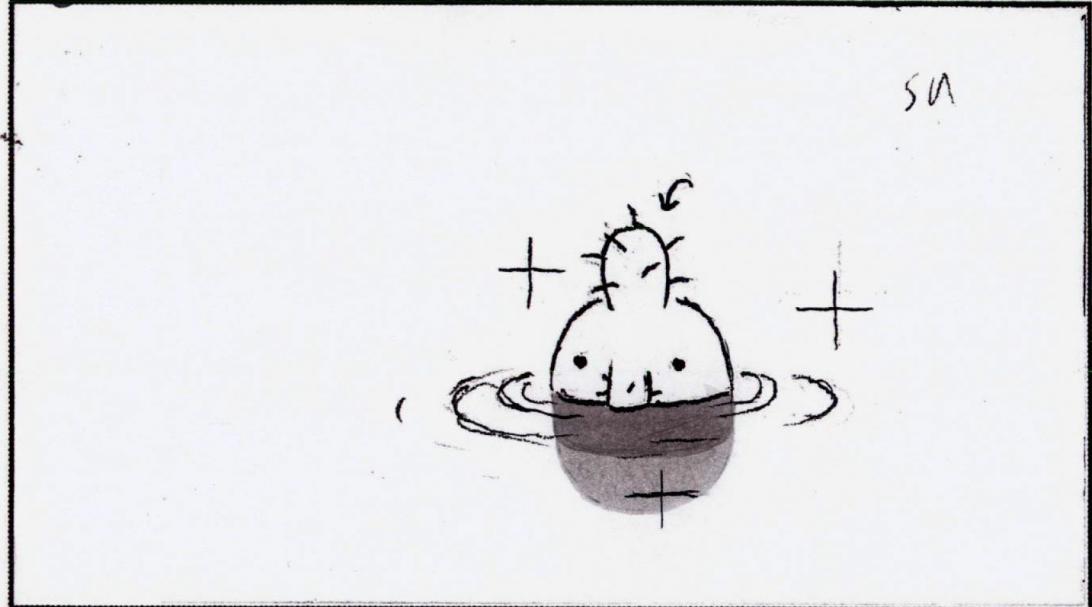


day night

Page

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day night



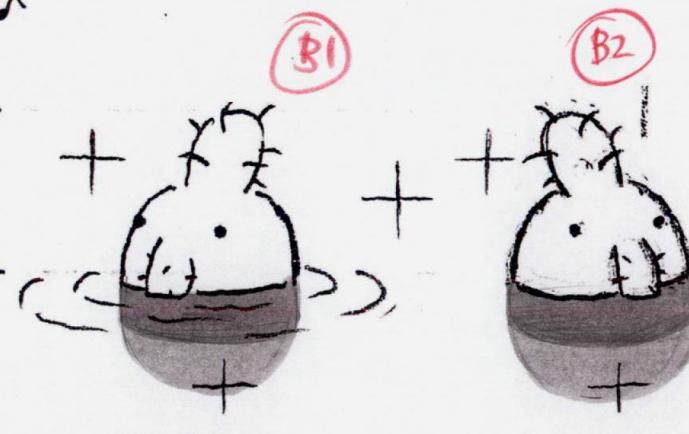
## Dialog:

(WN1): FROGS →

(WN2)  
(WN3): FROG ↗

## Action:

- LARD  
LOOKS BACK  
AND FORTH



## Timing:

(WN1): MAKIN ↗ →

(WN2)  
(WN3): SMASH THE ↗

- LARD SWIMS OFF/S

SEP 24 2015



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Production:

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1034/235

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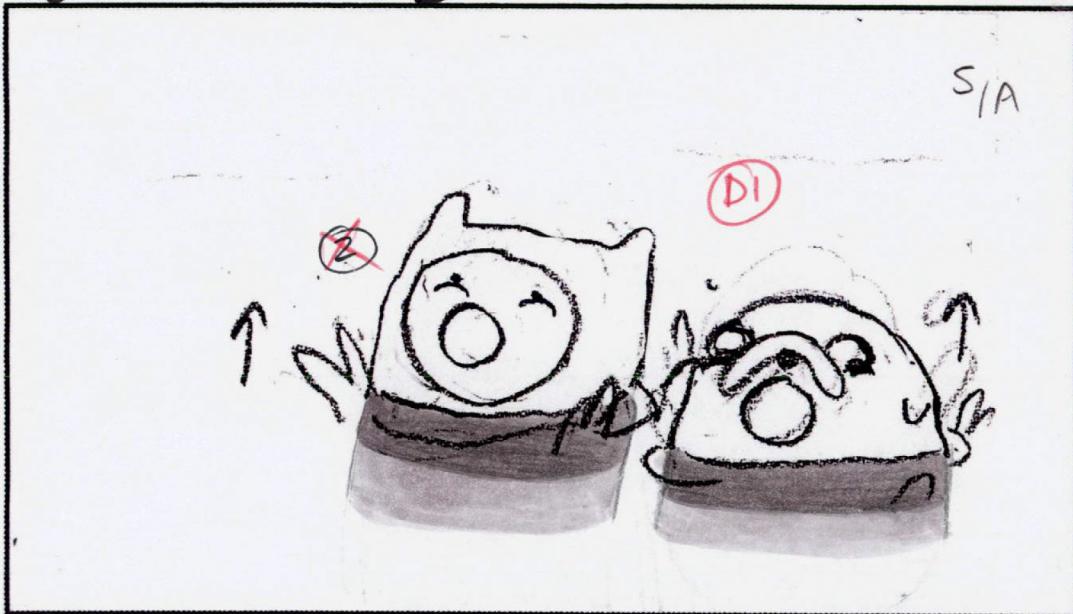
# ADVENTURE TIME

Sc 24 cont Pnl. D

Bg.



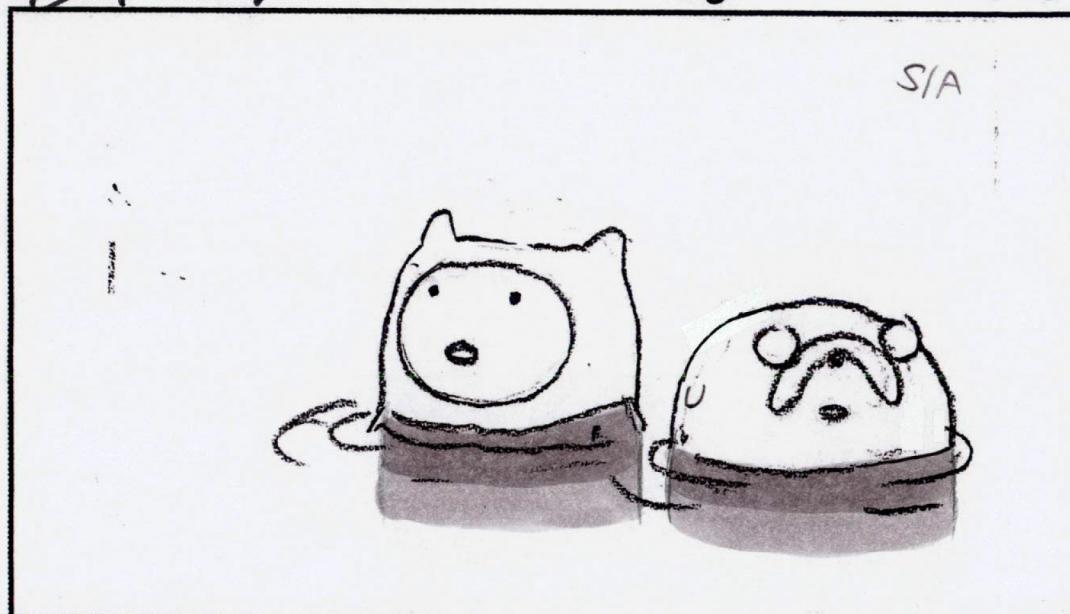
day night



Sc 24 cont Pnl. E

Bg.

day night



## Dialog:

①, ② : [INHALE]

(WN) : BULL FROG ♂ →  
FROG ♂

(WN) : HOOT DOGS or  
SMASH THE FROG ♂

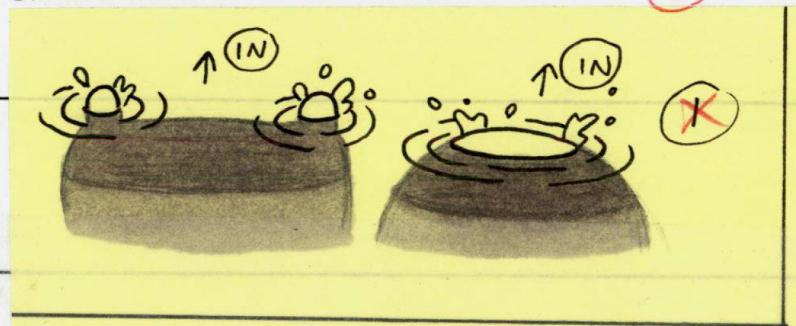
## Action:

- FINN AND JAKE EMERGE FROM POOL

(D)

SEP 24 2015

## Timing:



Production:

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Page 39

day night

1034/235

# ADVENTURE TIME

Sc.

Pnl.

Bg.

day night



Page

40



Dialog:

(WNL): HO-OT DOGS  
FRO-OG DOGS

SMASH THE FROG  
SMASH THE FROG



Action:

-PAN UP WATERFALL-FILLED  
GROTTO.

Timing:



Production:

EPISODE #

1034-235

1034/235

1034/235

# ADVENTURE TIME

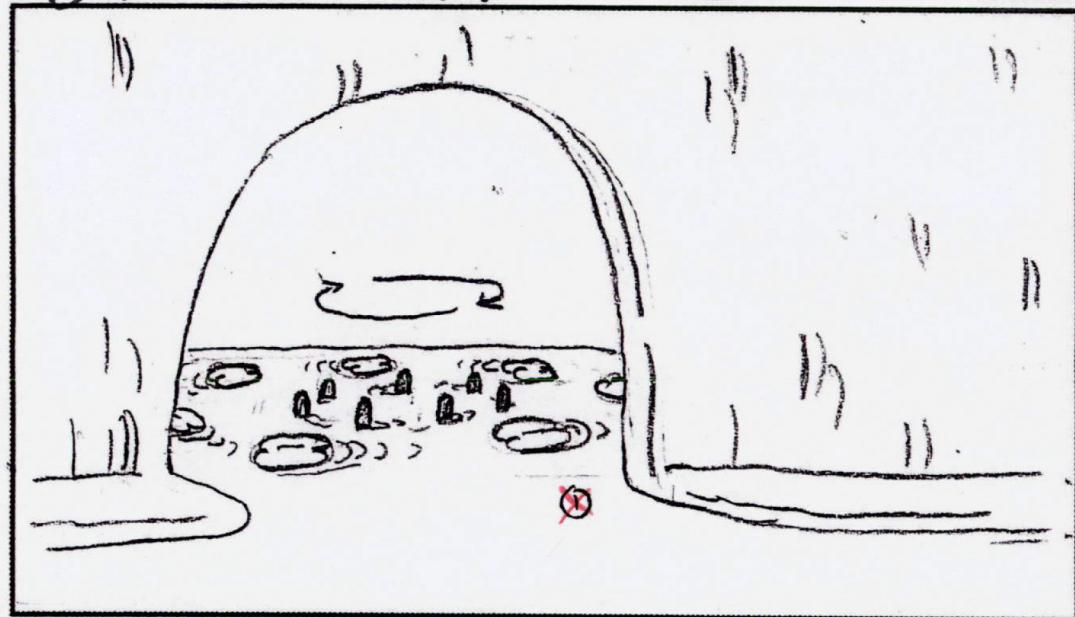
Sc. 26

Pnl. A

Bg.



day night



Dialog:

WN1: - - -

WN2: SMASH THE FROG ↗

Action:

- HOTDOGS AND BUNS  
DRIFTING IN CIRCLES  
IN THE WATER  
① → ②

Timing:



Sc. 26 CONT Pnl. B

Bg.

day night



WATER NYMPH

H1

FINN  
AND JAKE!

WN2: SMASH THE FROG ↗

- HOTDOGS / BUNS (SLOWLY)  
STOP CIRCLING

SEP 24 2015

B1



Production:

1034-235

1034/235

1034/235

# ADVENTURE TIME

Sc. 26 cont Pnl. C

Bg.



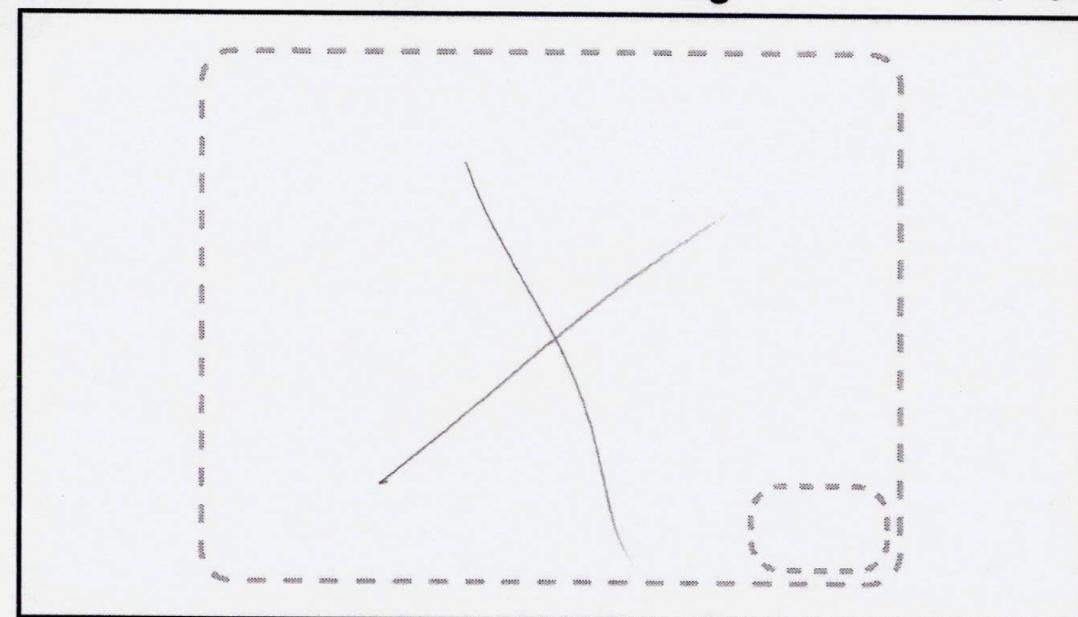
day night

Sc.

Pnl.

Bg.

Page 42  
day night



Dialog:

(WN): YO!  
FINN AND  
JAKE ARE HERE.  
(YELL)

(WN): SMASH  
THE  
FROG

Action:

SEP 24 2015

Timing:

Production:

1034-235

1034/235

1034/235

# ADVENTURE TIME



Page 43

Sc. 26 cont Pnl. D

Bg.

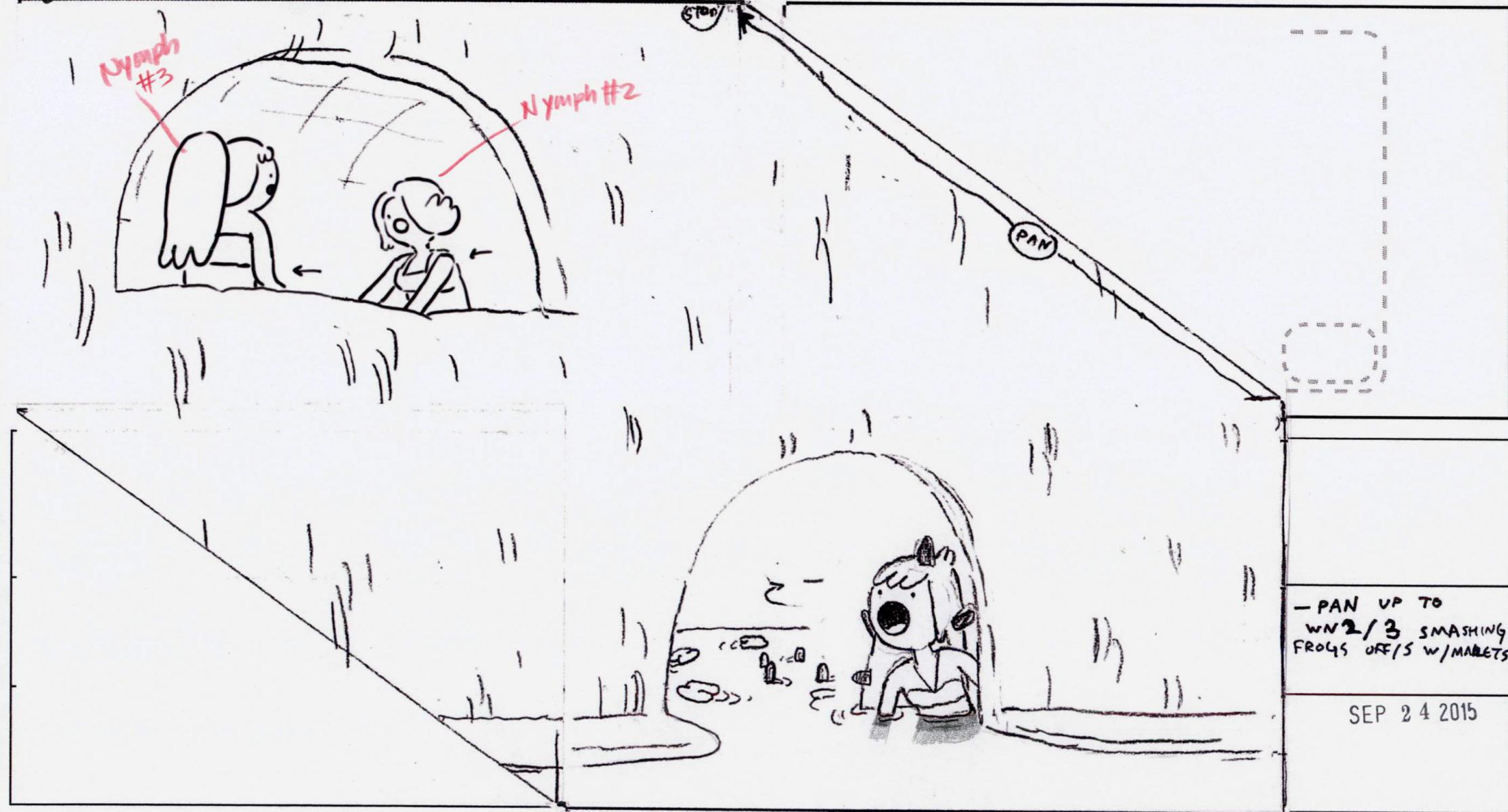
day night

Sc.

Pnl.

Bg.

day night



Production:

1034-235

EPISODE #

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# ADVENTURE TIME

Sc. 26 cont Pnl. E

Bg.



day night



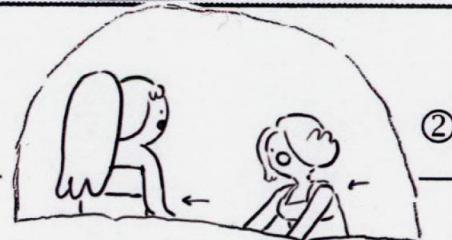
Dialog:

(WN2)  
(WN3): SMASH THE FROG

Action:

PP15

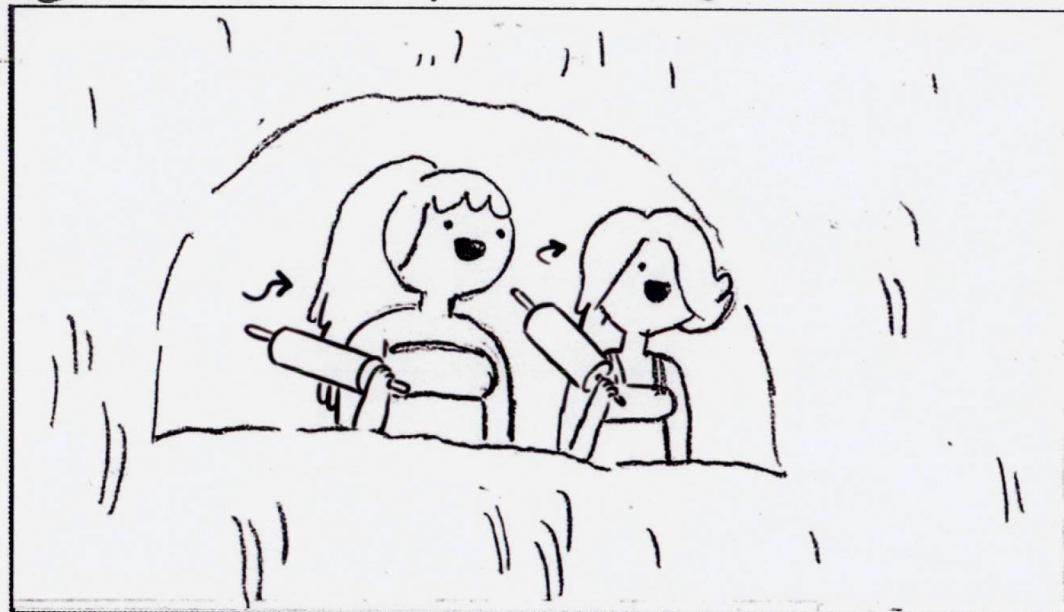
Timing:



Sc. 26 cont Pnl. F

Bg.

day night



(WN2) (WN3): HI!

(SFX) - SPLISH SPLASH

- WN2 + WN3 STOP SPLASHING,  
SWIM UP TO WINDOW  
- THEY DUCK OUT OF  
FRAME/ UNDERWATER



Page

44

day night

1034-235

EPISODE #

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# ADVENTURE TIME

Sc. 27

Pnl. A

Bg.



day night

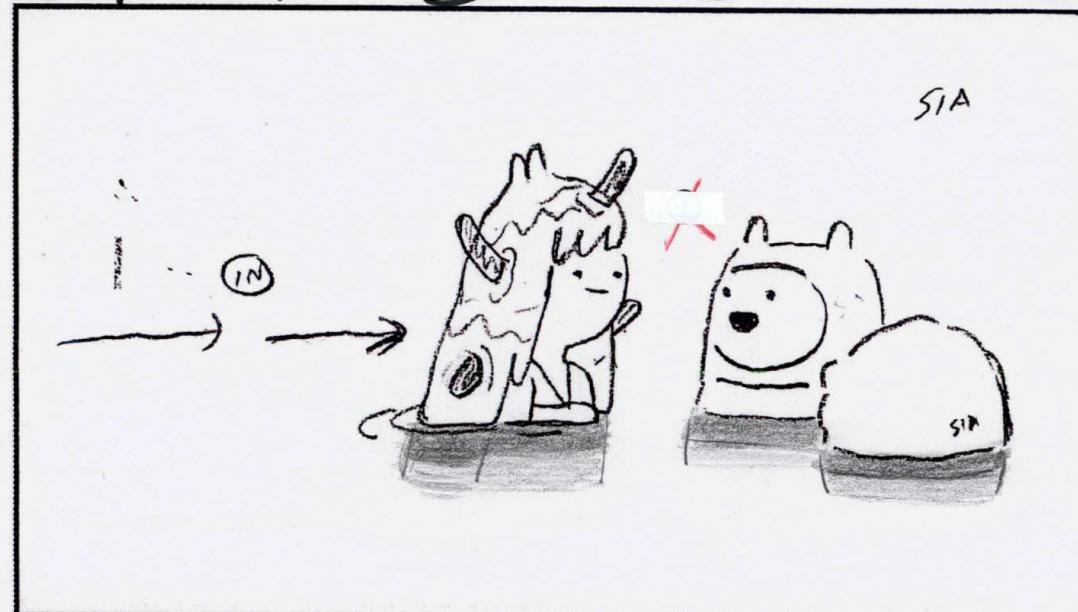


Sc. 27 CONT

Pnl. B

Bg.

day night



Page 45

1034/235

Production:

1034-235

EPISODE #

1034/235

Dialog:

F: SO THIS IS WHERE YOU GUYS LIVE?

Action:

- WND 1 SWIMS ON/S.



Timing:



1034/235

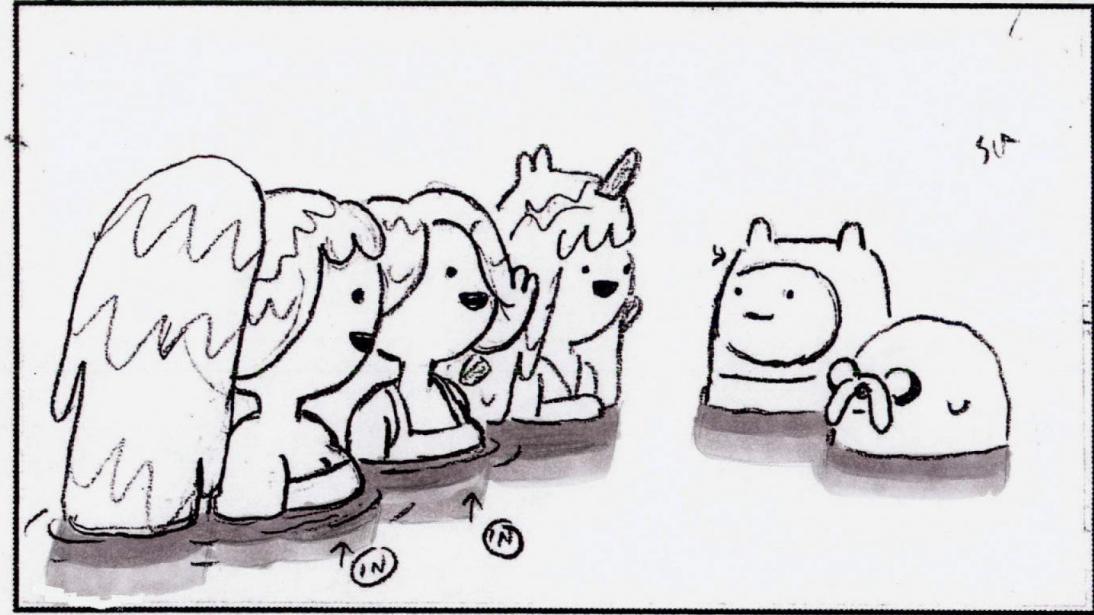
# ADVENTURE TIME

Sc. 27 CONT Pnl. C

Bg.

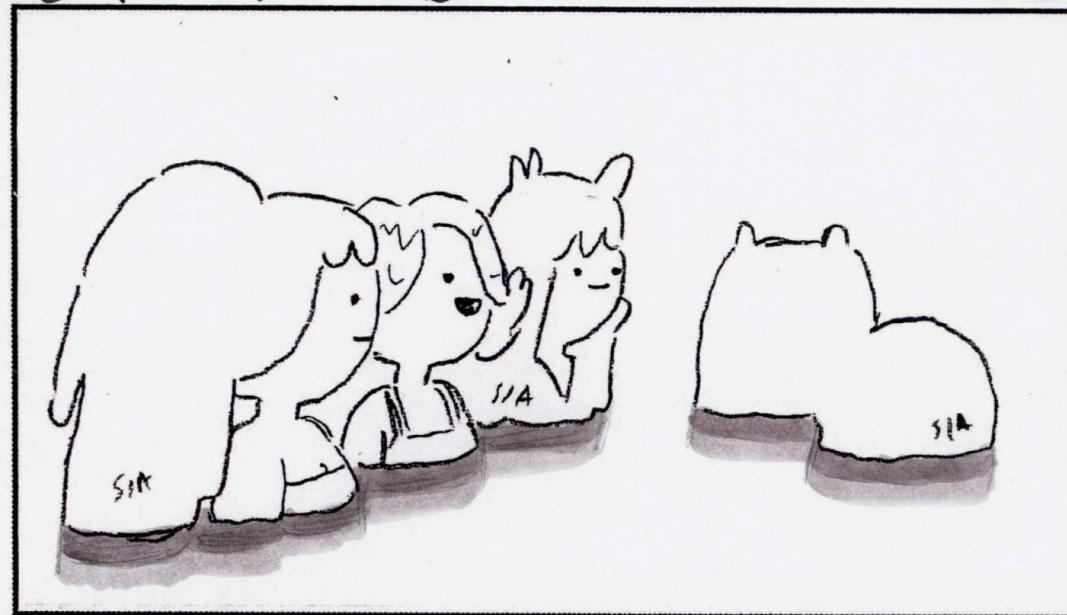


day night



Sc. 27 CONT Pnl. D

Bg.



Page

40

day night

1034-235

EPISODE #

Production:

Dialog:

WN1: YEAH!  
WN2  
WN3

WN2: WE'RE THE GUARDIANS OF THIS GROTTO.  
IT'S A NEXUS BETWEEN **fantasical** WORLDS.

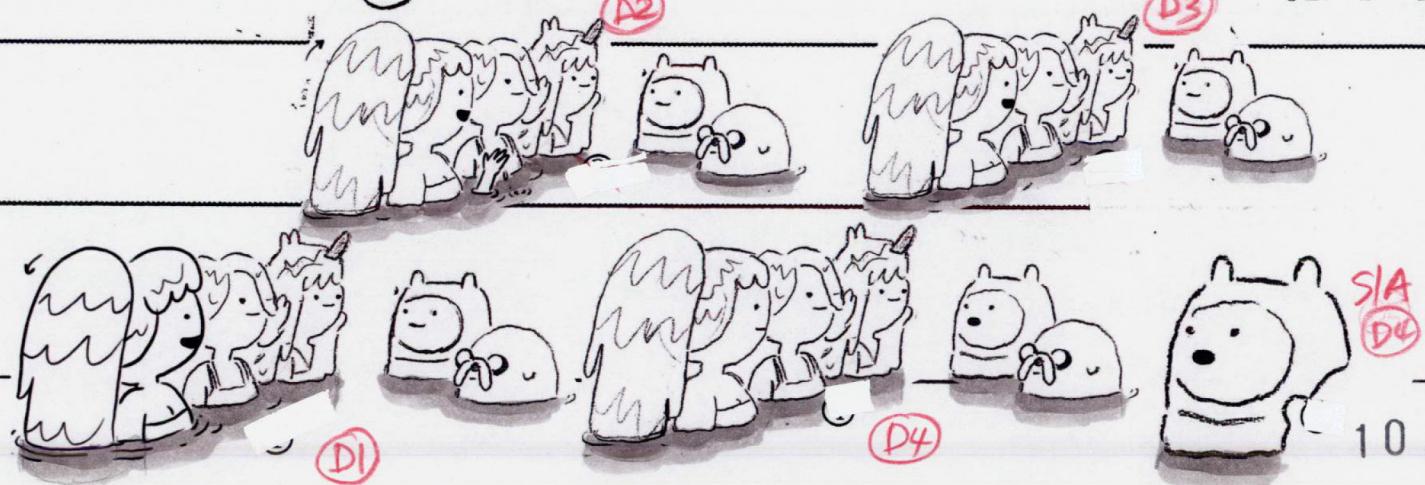
F: OH.

SEP 24 2015

Action:

- WN2 + WN3 SURFACE
- F TURNS HEAD SLIGHTLY
- J SHIFTS HIS EYES

Timing:



1034/235

1034/235

1034/235

# ADVENTURE TIME



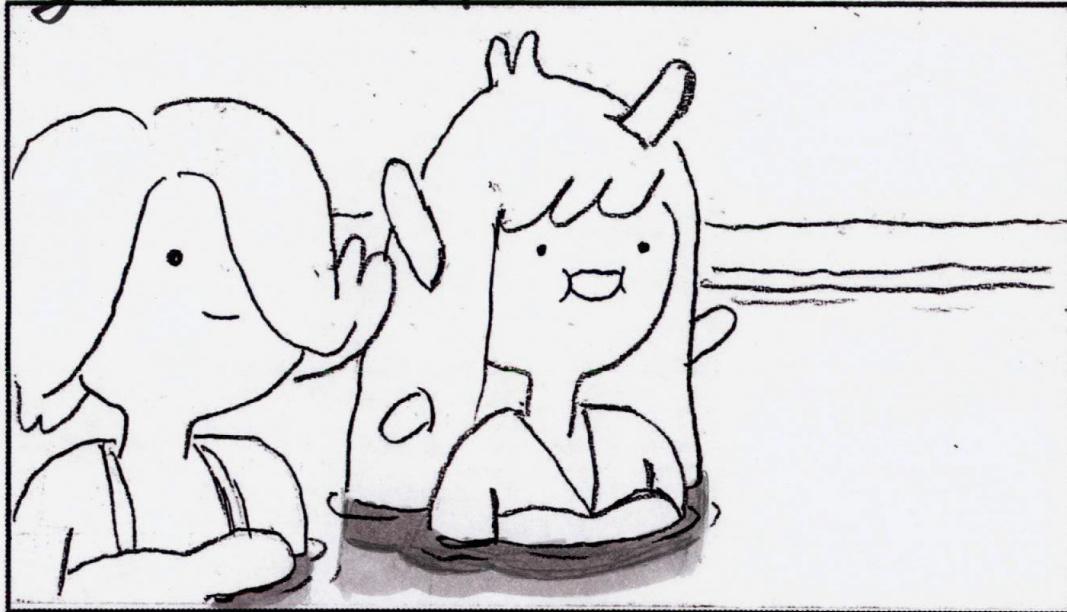
Page 47

Sc. 28

Pnl. A

Bg.

day night

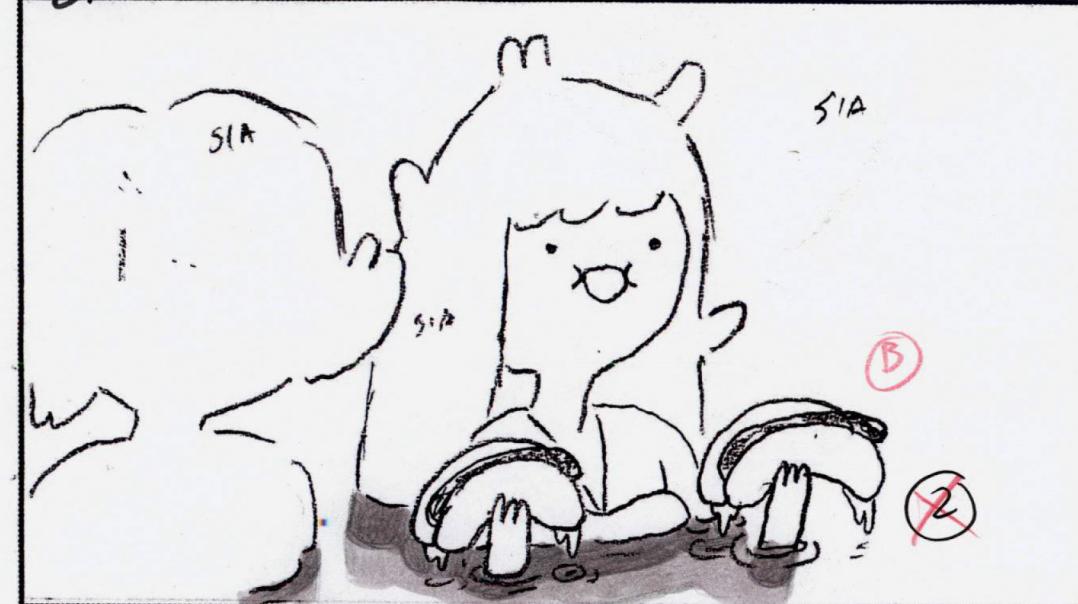


Sc. 28 cont

Pnl. B

Bg.

day night



Dialog:

WN 1: YOU GUYS WANNA STAY FOR LUNCH →

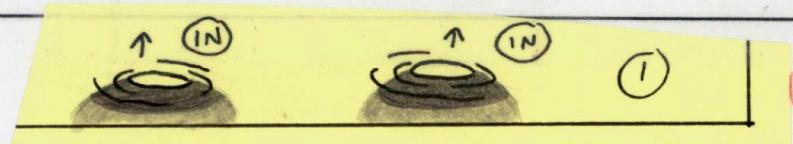
WN 1 WE'RE MAKIN'- HOT DOGS!

- GREEN HOT DOGS

SEP 24 2015

Action:

Timing:



Production:

1034-235

EPISODE #

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1034/235

# ADVENTURE TIME



Page 48

Sc. 29

Pnl. A

Bg.

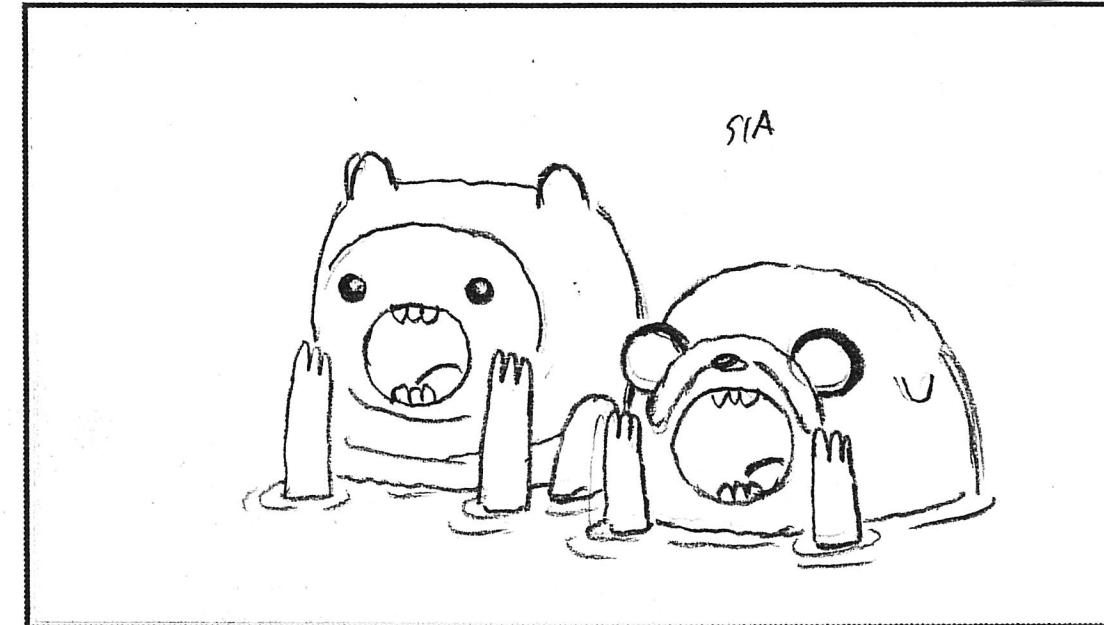
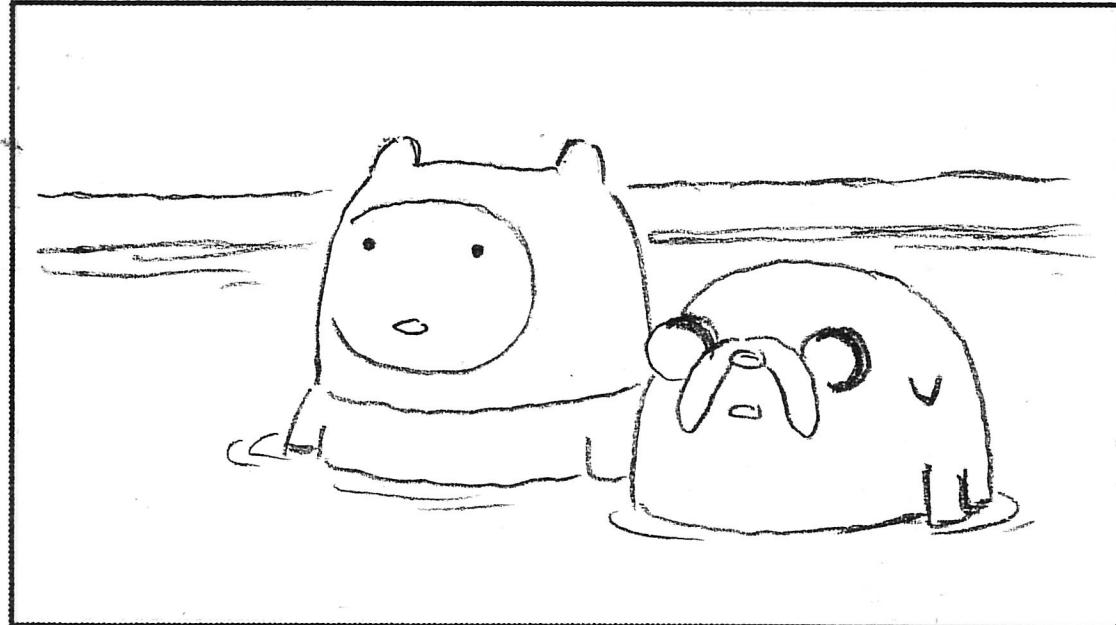
day night

Sc. 29

Pnl. B

Bg.

day night



Dialog:

S.P.

(E/G) HOT DAWNS!

Action:

Timing:

Production:

EPISODE #

1034-235

# ADVENTURE TIME



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Sc. 29

Pnl. C

Bg.

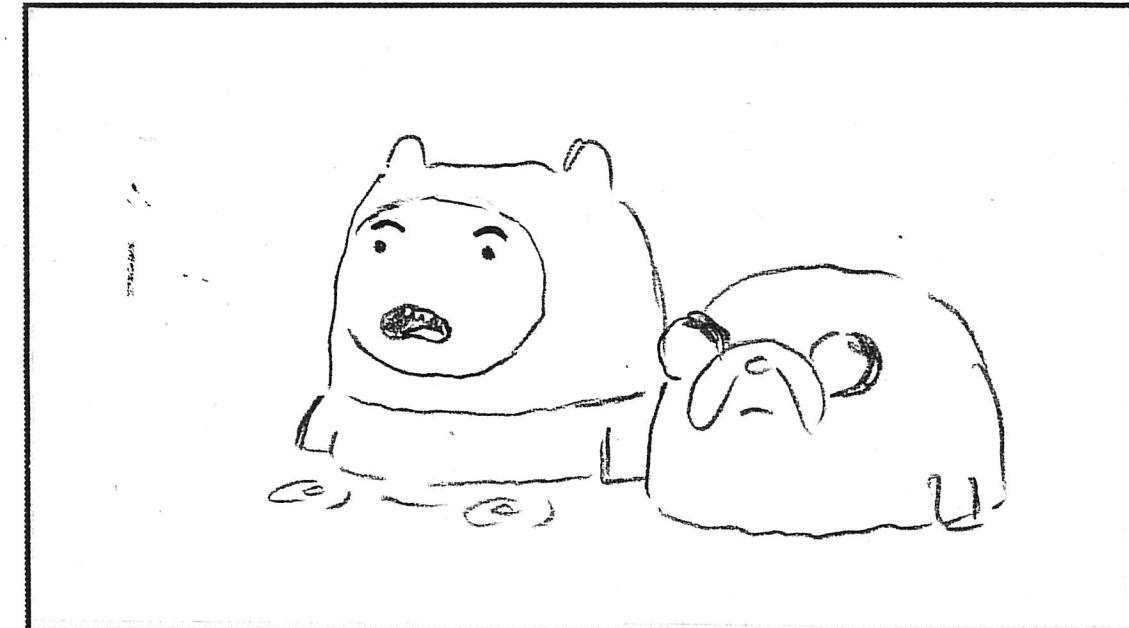
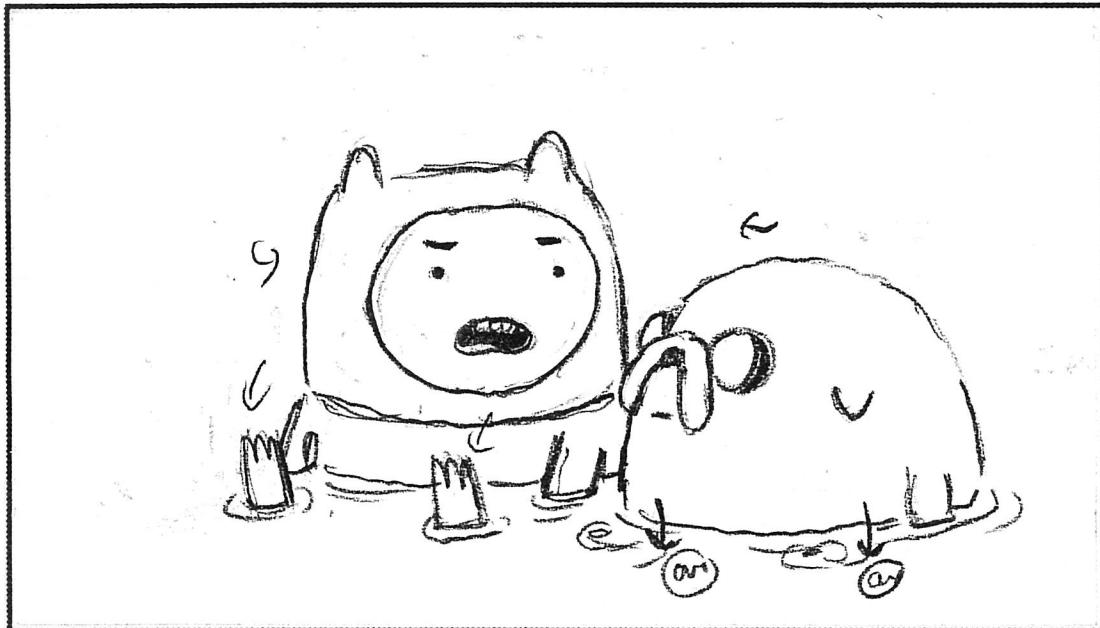
day night

Sc. 29

Pnl. D

Bg.

day night



Dialog:

(F): OH WAIT.—  
THE SEA CARD!

(F): WE DROPPED OUR  
SEA CARD IN THE  
POND AND WE GOTTA  
SAVE IT 'FORE IT DIES  
FROM THE FRESHWATER.

Action:

Timing:

EPISODE # 1034-235

Production:

# ADVENTURE TIME



Page 50

Sc. 30

Pnl. A

Bg.

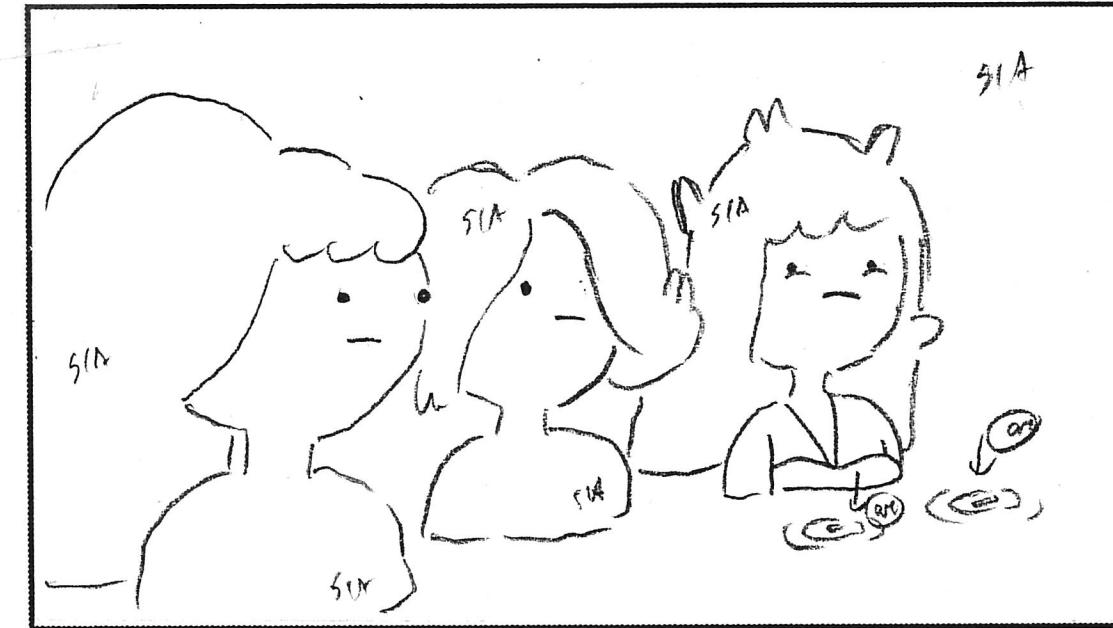
day night

Sc. 30

Pnl. B

Bg.

day night



Dialog:

(WN) : mmm - -

Action:

- NYMPHS GLANCE AT EACH OTHER

Timing:

Production:

1034-235

EPISODE #

# ADVENTURE TIME



Page 51

Sc. 30

Pnl. C

Bg.

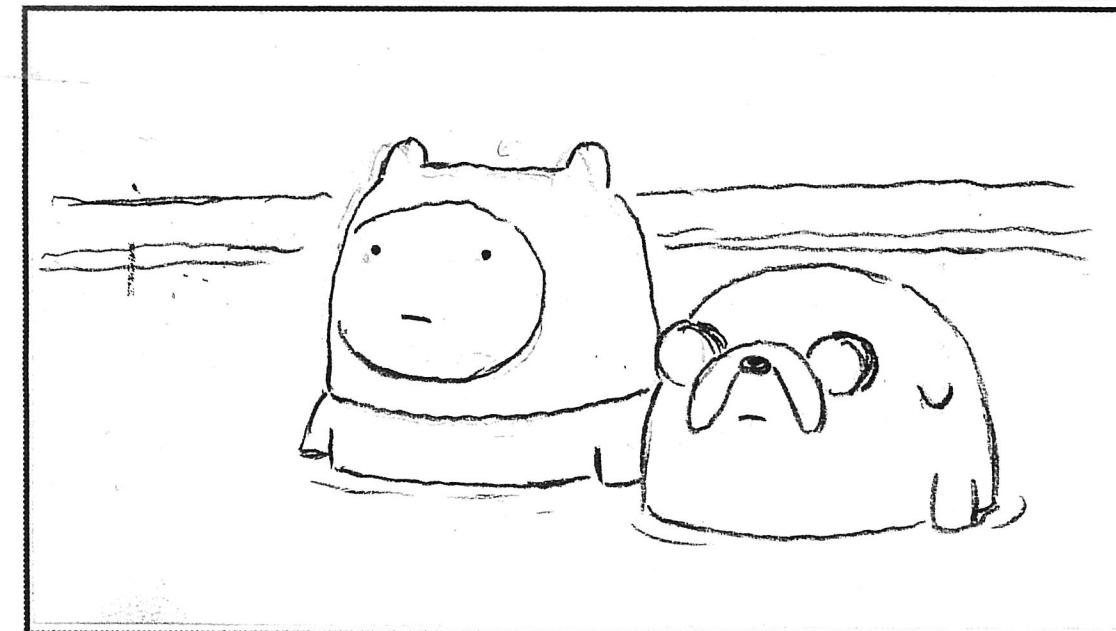
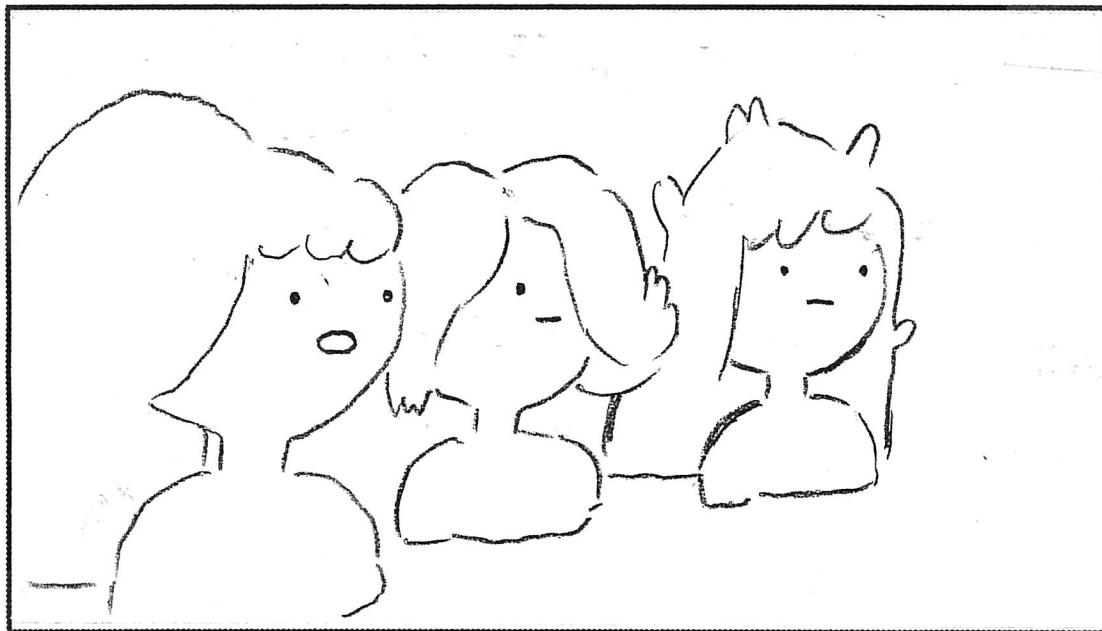
day night

Sc. 31

Pnl. A

Bg.

day night



EPISODE #

1034-235

Dialog:

WNE :  
YOU DO KNOW  
SEA LAROS ARE  
MAMMALS, RIGHT

(f) : UH ---

Action:

-F EYES SHIFT DOWN

Timing:



# ADVENTURE TIME



Page 52

Sc. 31

Pnl. B

Bg.

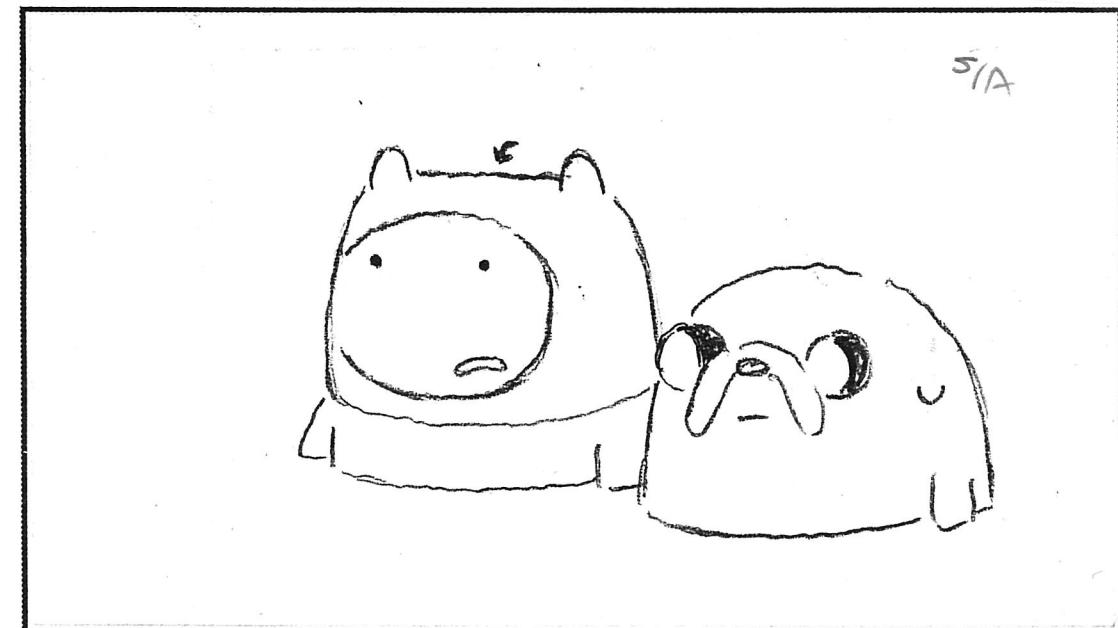
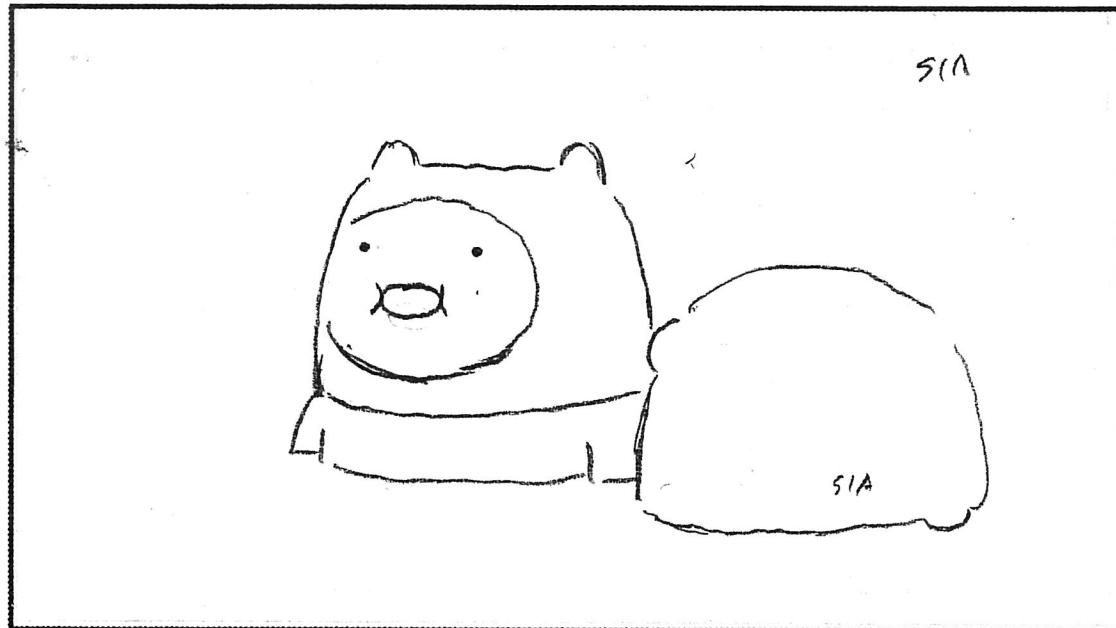
day night

Sc. 31

Pnl. C

Bg.

day night



Dialog:

(P) : I DEFINITELY KNEW THAT.

(F) : (WHISPER)  
I'M GUNNA  
MURDER. SHELBY.

Action:

- F EYES SHIFT BACK AND

- F TURNS VERY SLIGHTLY  
TOWARD JAKE

Timing:

Production:

EPISODE # 1034-235

# ADVENTURE TIME



Page 53

Sc. 32

Pnl. A

Bg.

day night

Sc. 32

Pnl. B

Bg.

day night



Dialog:

(WN) : HA  
(SKEPTICAL)

Action:

Timing:

(WN) : WELL HEY, YOU GUYS SHOULD STICK AROUND,  
I'M GONNA GO FINISH COOKING!

Production:

EPISODE # 1034-235

EPISODE # 1034-235

# ADVENTURE TIME



Page 54

Sc. 32

Pnl. C

Bg.

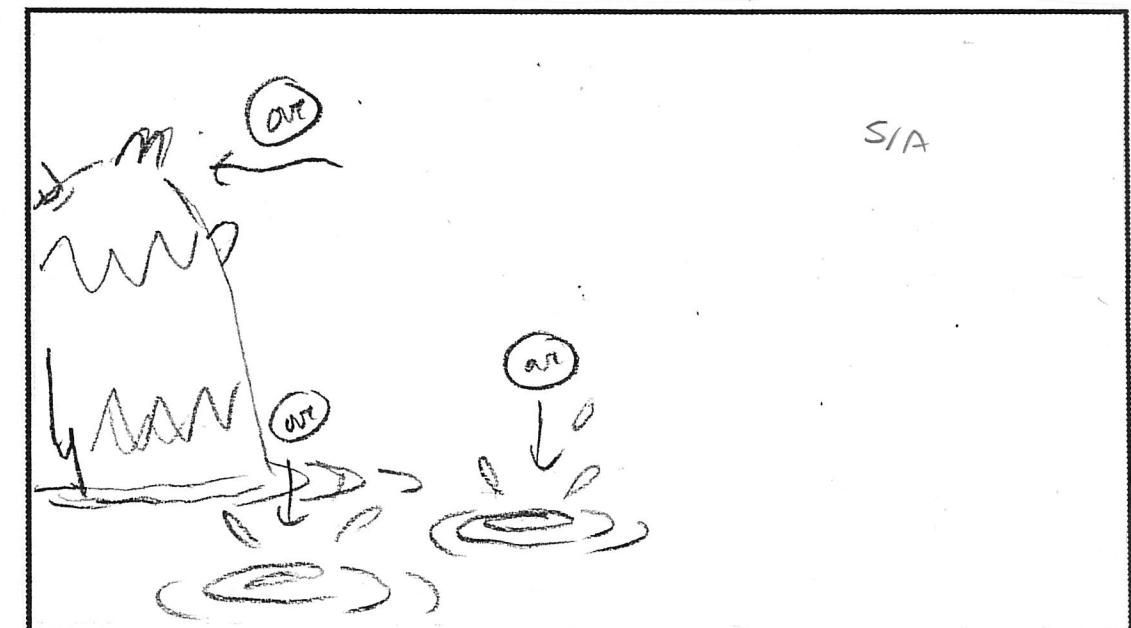
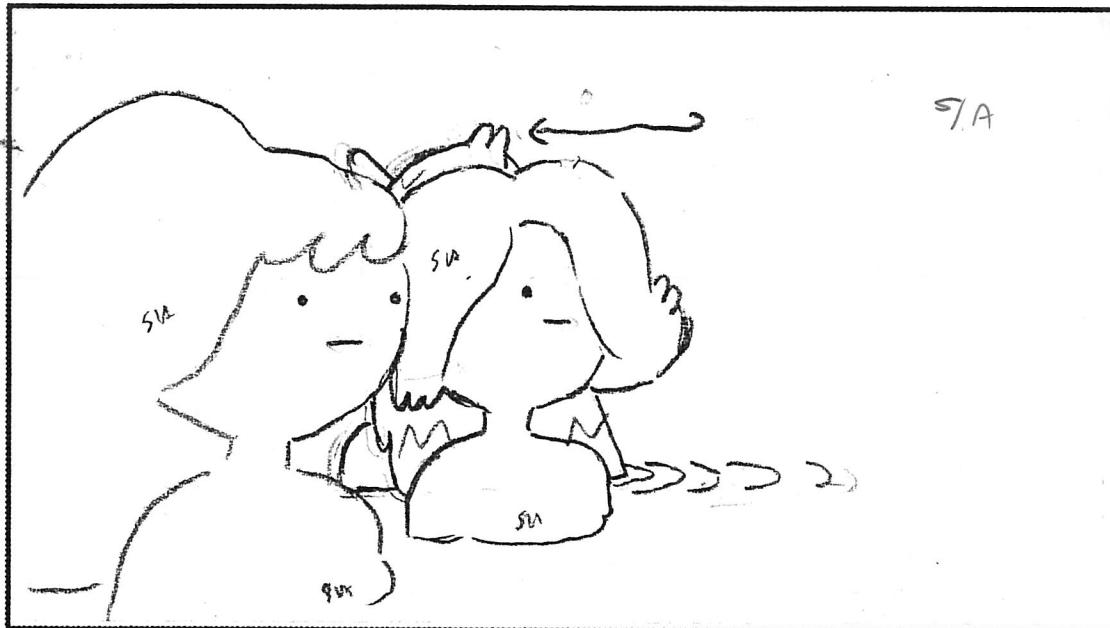
day night

Sc. 32

Pnl. D

Bg.

day night



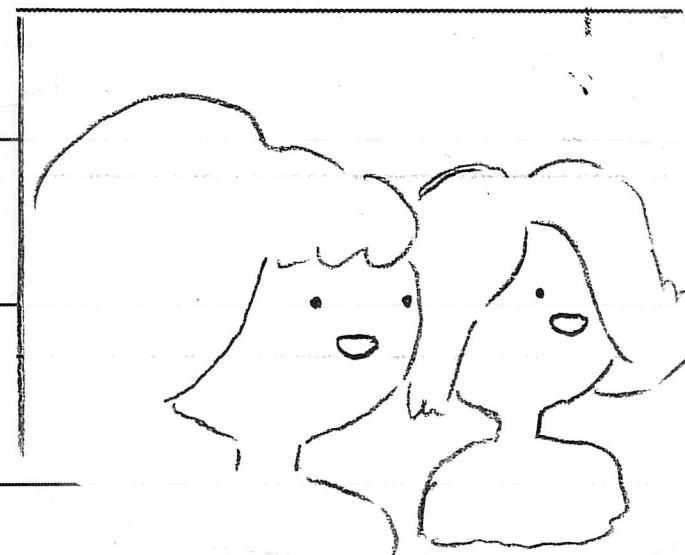
## Dialog:

WN2: AND WE GOTTA MASH MORE FROGS.  
WN3:

SFX = SPLASH SPLASH \*

## Action:

- WN1 TURNS  
AND WADES AWAY



- WN2 WADES OFF  
- WN2/WN3 SUBMERGE

## Timing:

1034-235

EPISODE #

Production:

# ADVENTURE TIME



Page

85

Sc. 32

Pnl. E

Bg.

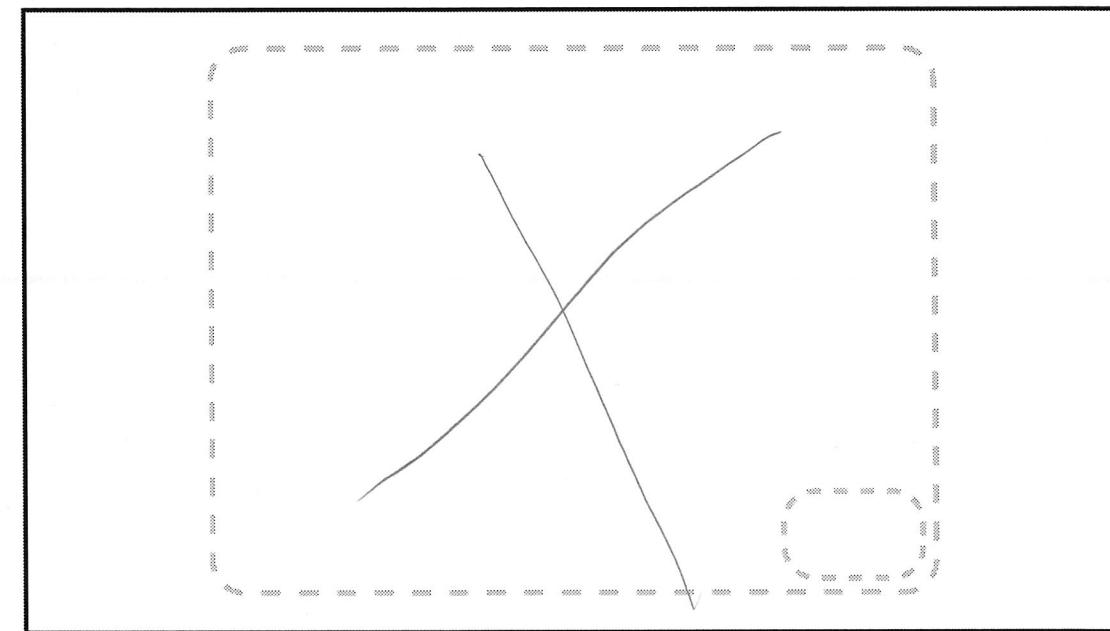
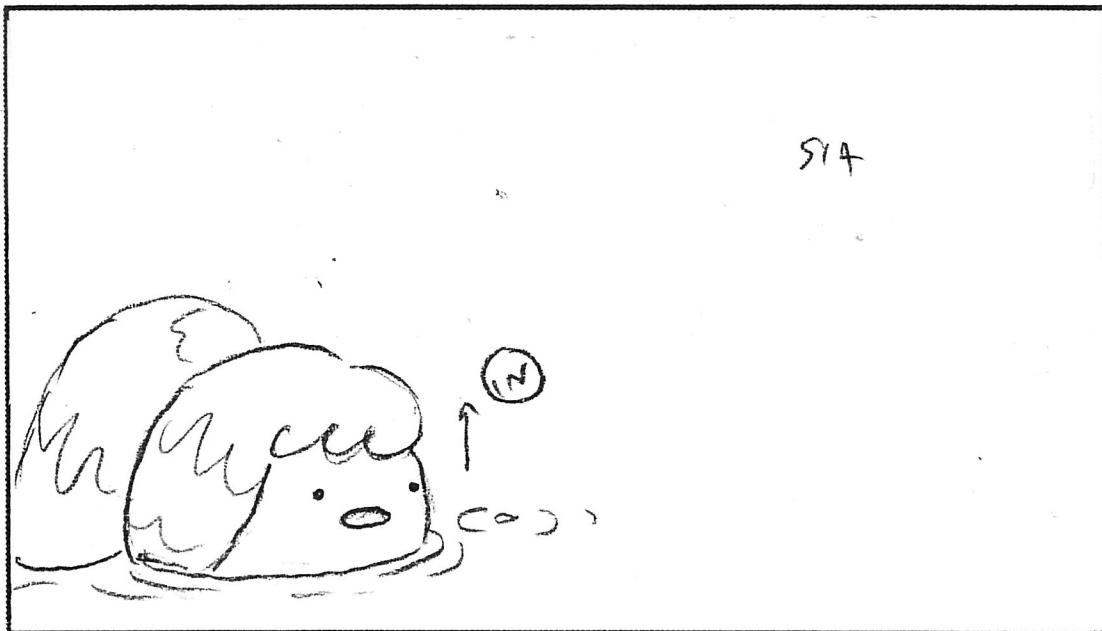
day night

Sc.

Pnl.

Bg.

day night



## Dialog:

Action:  
-WN3 POPS HER HEAD  
BACK UP TO THE SURFACE  
-THEN GOES UNDER AGAIN

Timing:



Production:

1034-235

EPISODE #

# ADVENTURE TIME



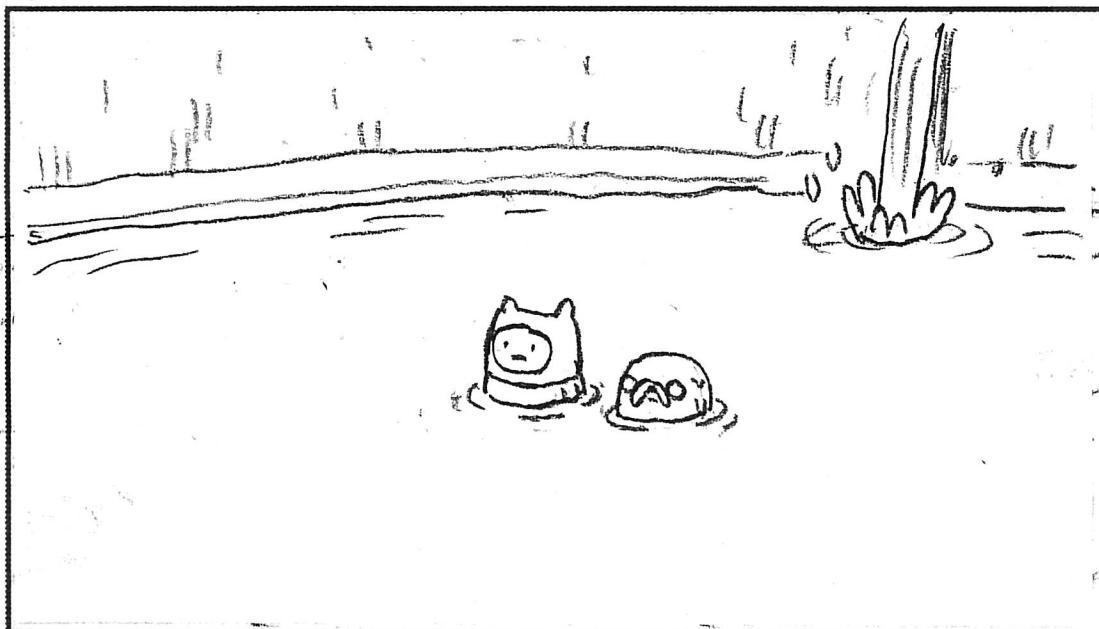
Page 56

Sc. 33

Pnl. A

Bg.

day night

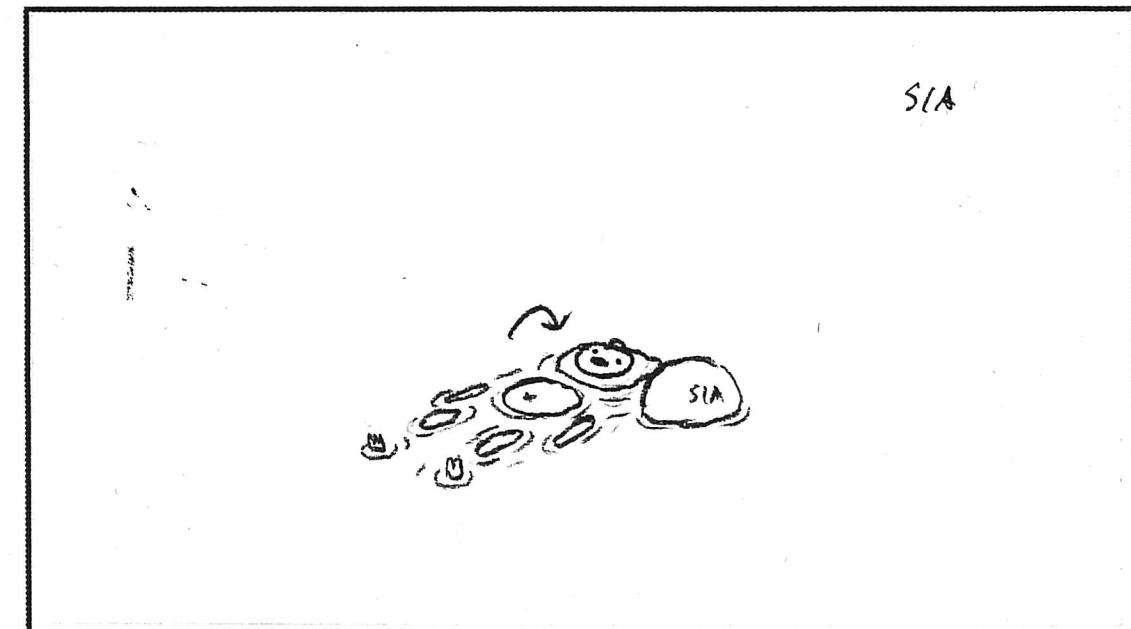


Sc. 33

Pnl. B

Bg.

day night



Dialog:

F: I CAN'T BELIEVE I JUST  
BELIEVED SHELBY 'CAUSE  
HE'S A NERD.

- F FLOATS ON HIS  
BACK

Action:

Timing:

# ADVENTURE TIME



Page 57

Sc. 34

Pnl. A

Bg.

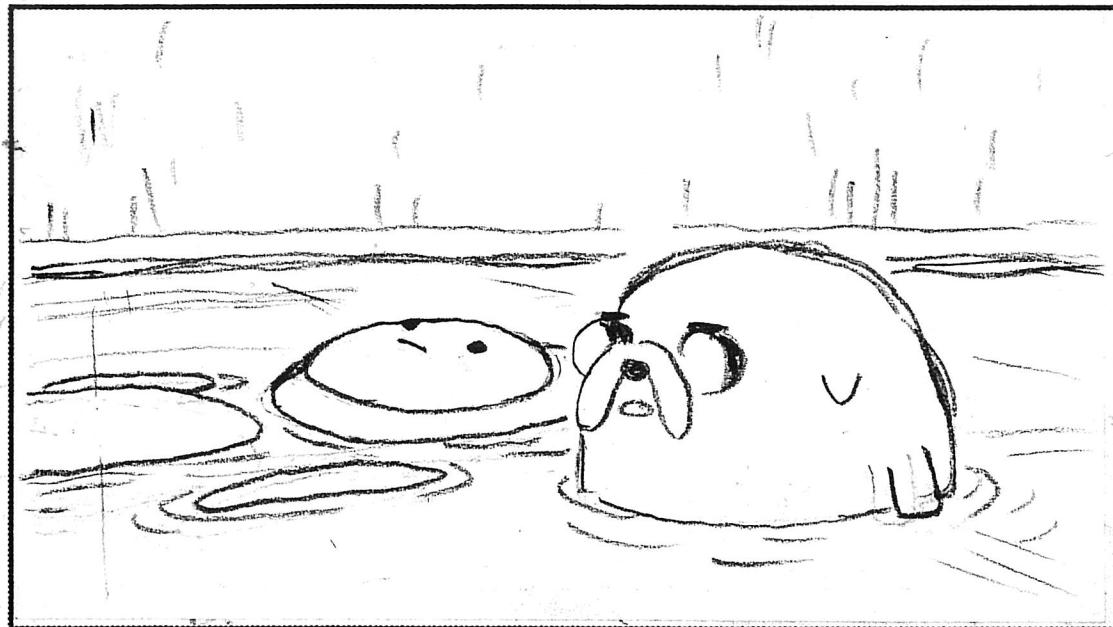
day night

Sc. 34

Pnl. B

Bg.

day night



Dialog:

⑦: I KNOW, IT'S IN  
HIS TOKE...

⑦: DUDE —  
IT'S THE LARD!

Action:

-J TURNS HIS  
HEAD CASUALLY



Timing:

Production:

EPISODE #

1034-235

# ADVENTURE TIME



Page 58

Sc. 34

Pnl. C

Bg.

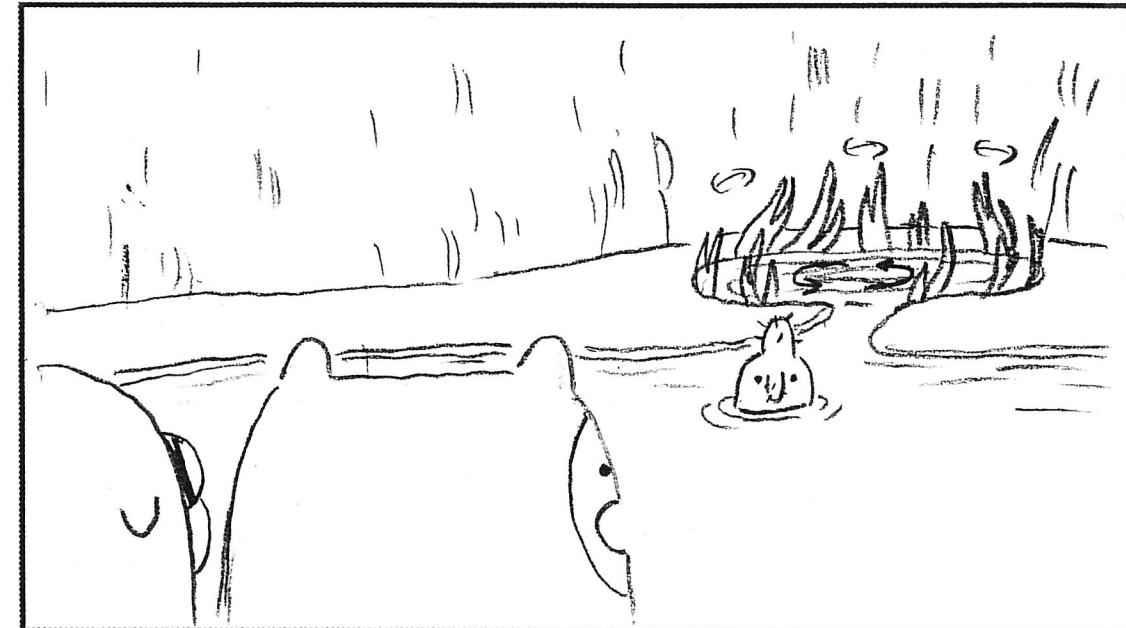
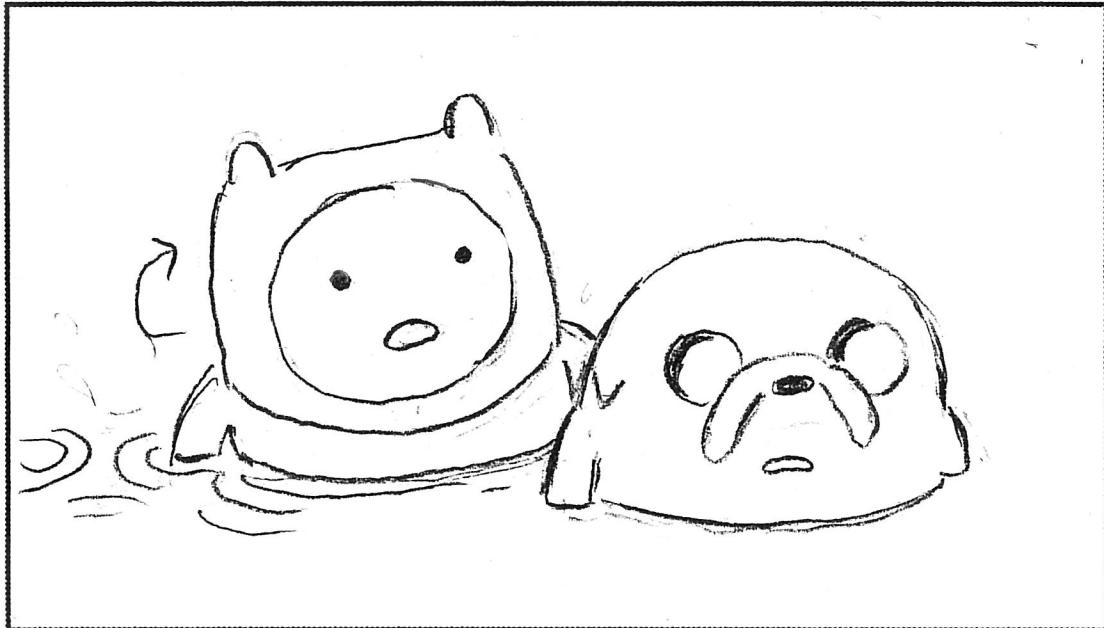
day night

Sc. 35

Pnl. A

Bg.

day night



Dialog:

SFX:  
→ SPLASH ←

(F): HEY! GET AWAY FROM THERE!

Action:

- F goes UPRIGHT

- SEA LARD IN FRONT OF WHIRLPOOL  
- SEAWEEDS SWAYING

Timing:

Production:

1034-235

EPISODE #

# ADVENTURE TIME



Page 59

Sc. 35

Pnl. B

Bg.

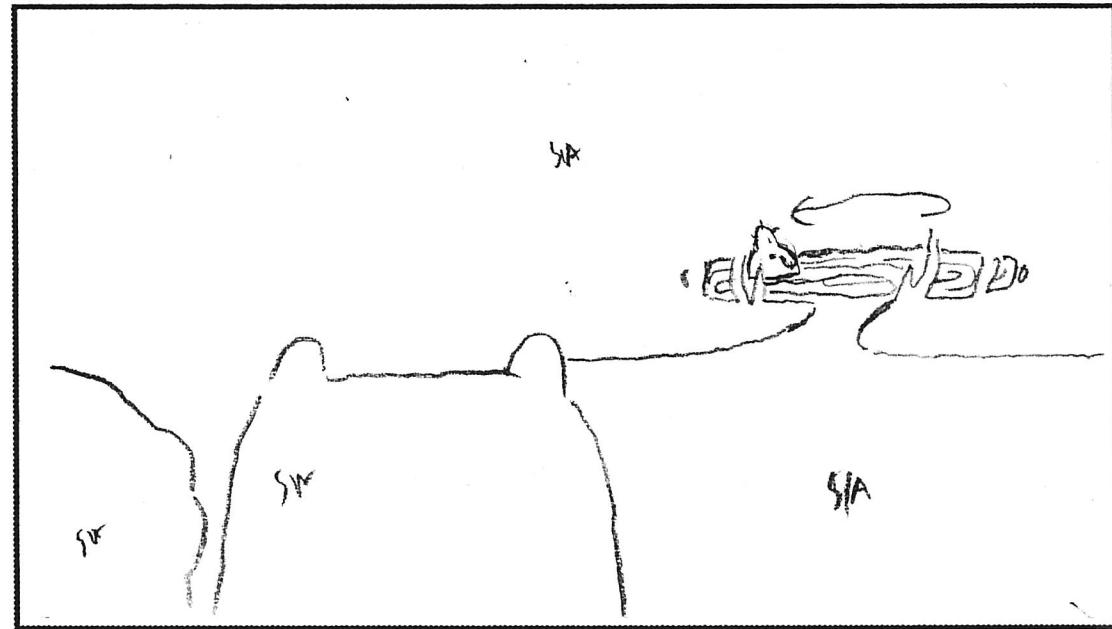
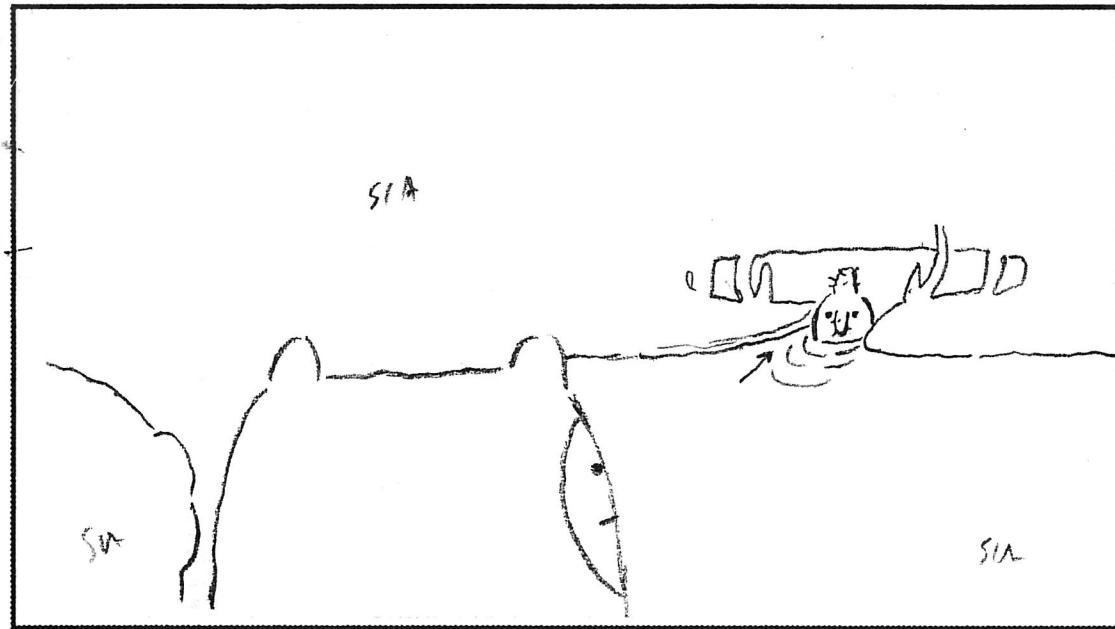
day night

Sc. 35

Pnl. C

Bg.

day night



## Dialog:

## Action:

- S.L. SWIMS  
BACKWARDS INTO  
POOL - GETS PULLED IN  
BY WHIRLPOOL

## Timing:



- S.L. STARTS SPINNING  
IN WHIRLPOOL

(C)



Production:

1034-235

1034-235

# ADVENTURE TIME



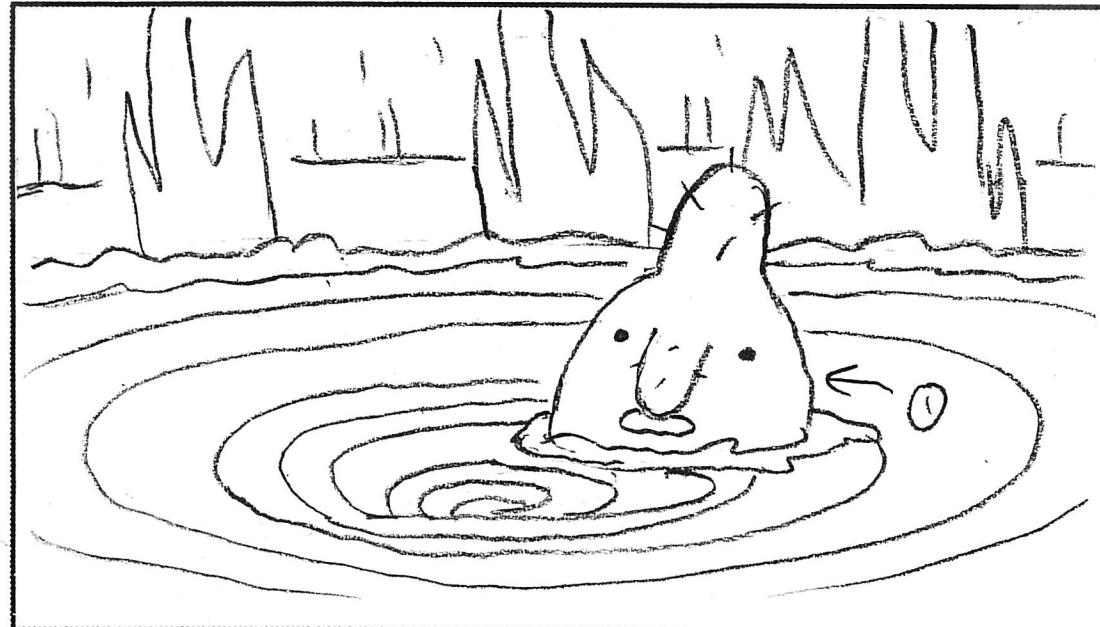
Page 60

Sc. 36

Pnl. A

Bg.

day night

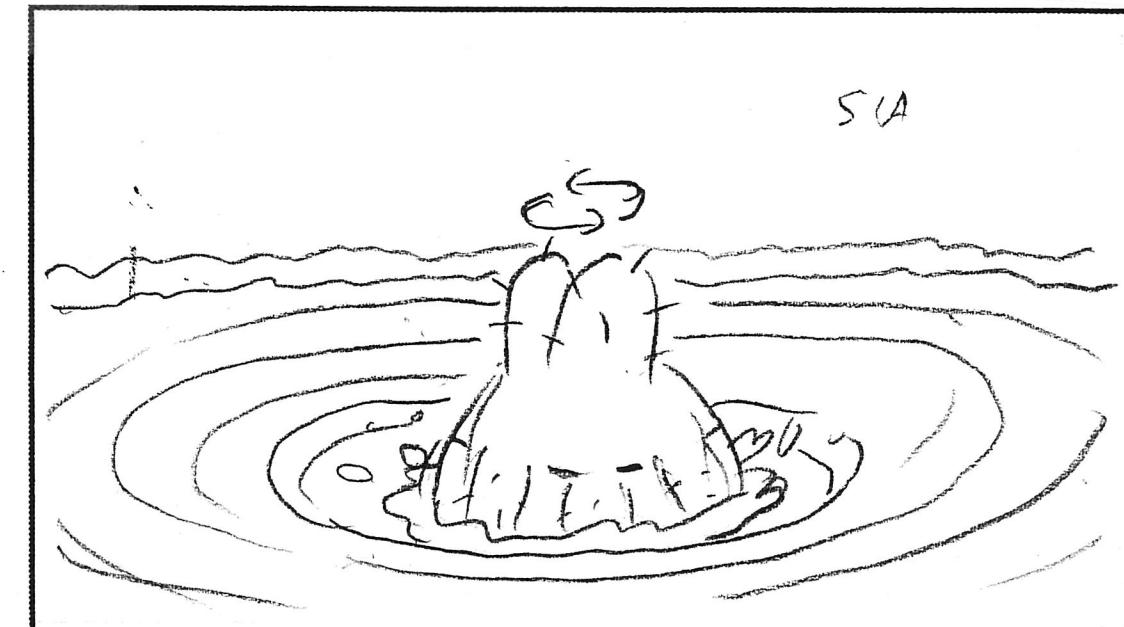


Sc. 36

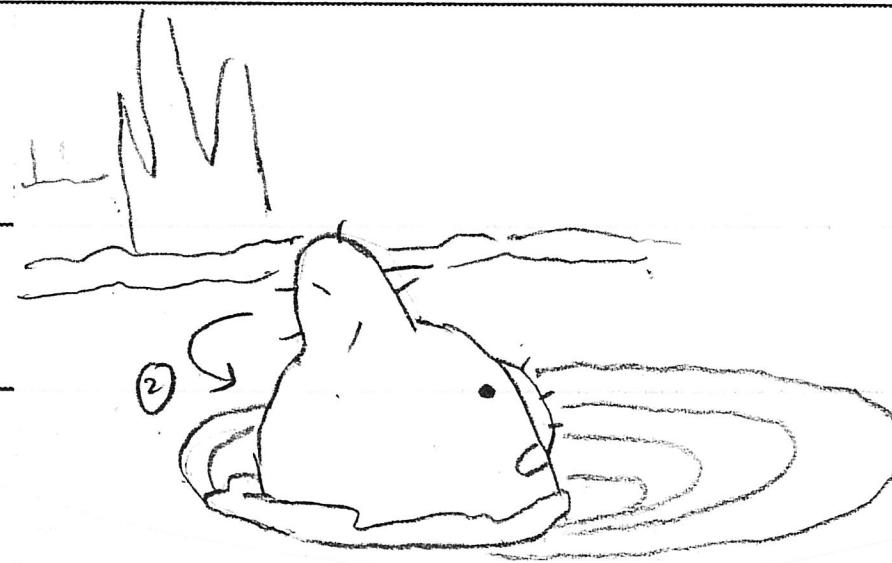
Pnl. B

Bg.

day night



Dialog:



Action:

- LARD SPINS IN  
WHIRLPOOL  
① ② ③

Timing:

- LARD SPINS FASTER AS HE  
GETS SUCKED INTO CENTER

Production:

1034-235

EPISODE #

# ADVENTURE TIME



Page 61

Sc. 36

Pnl. C

Bg.

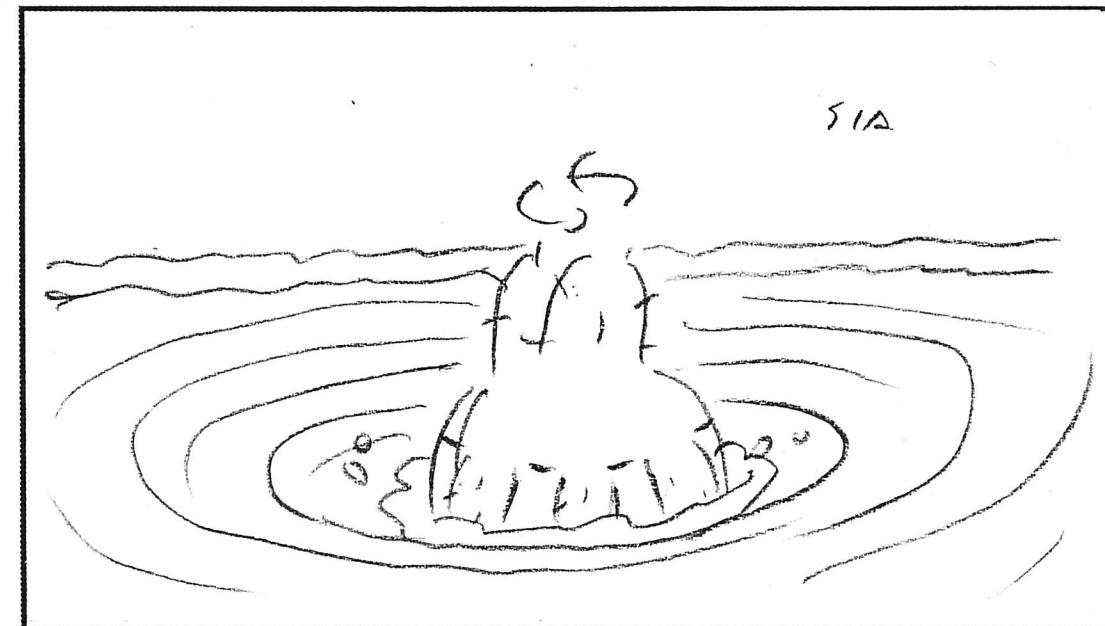
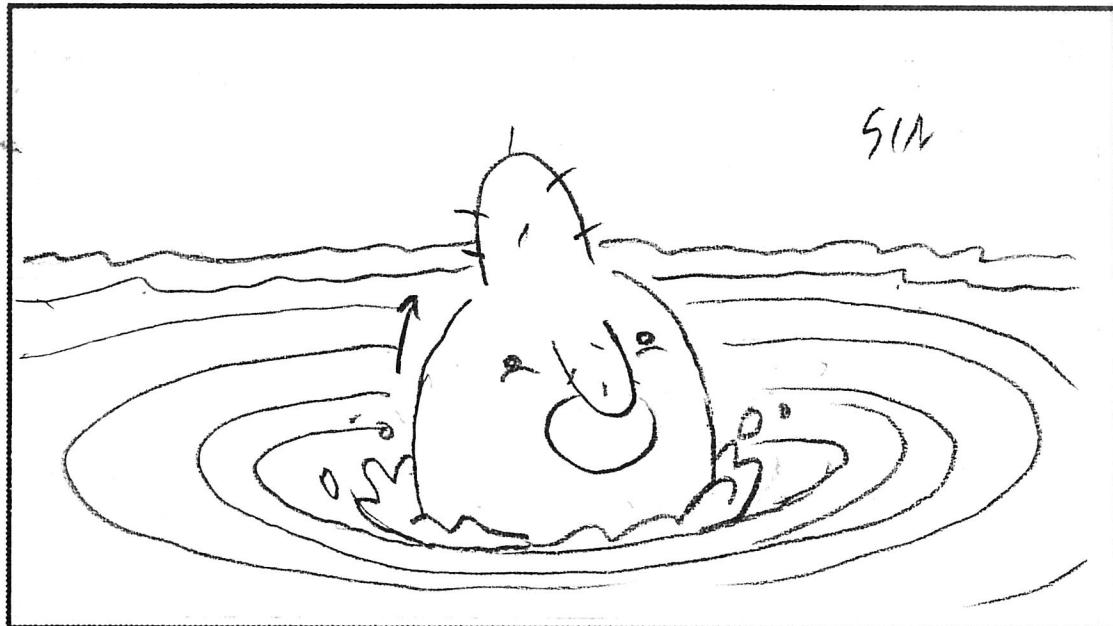
day night

Sc. 36

Pnl. D

Bg.

day night



Dialog:

(S.1): WA!

Action:

- LARD JUMPS UP

- GOES BACK TO SPINNING

Timing:

Production:

1034-235

EPISODE #

# ADVENTURE TIME



Page 62

Sc. 37

Pnl. A

Bg.

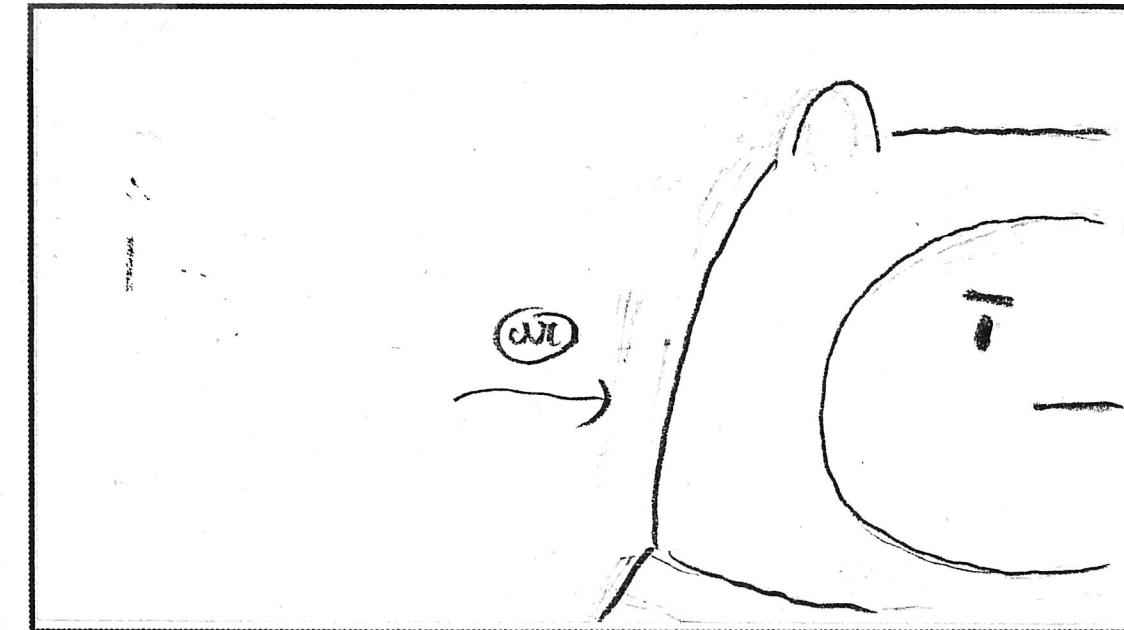
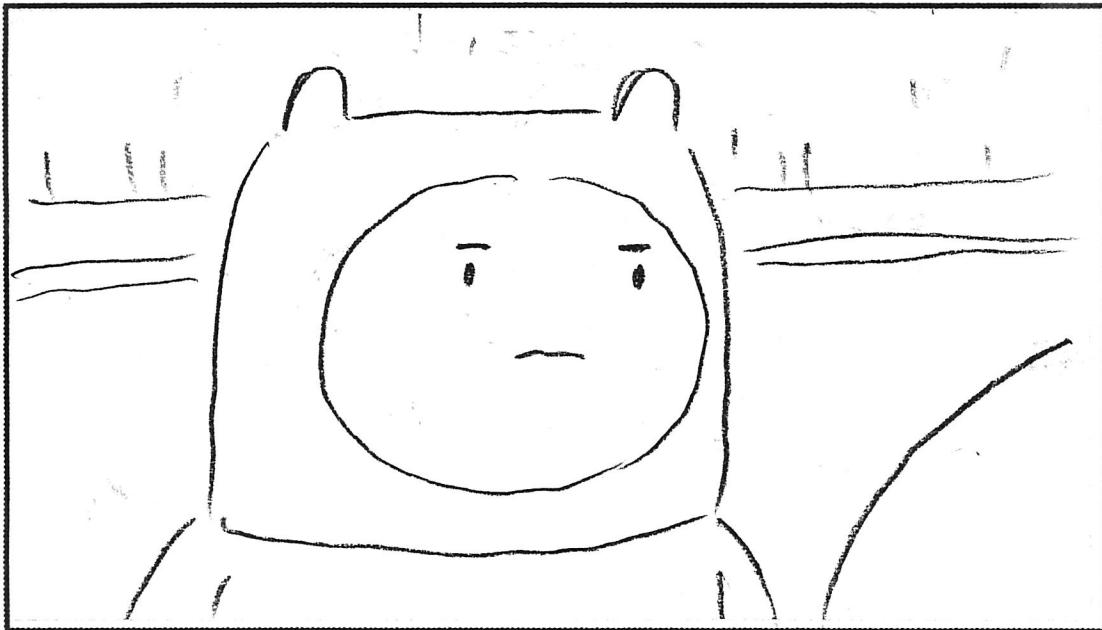
day night

Sc. 37

Pnl. B

Bg.

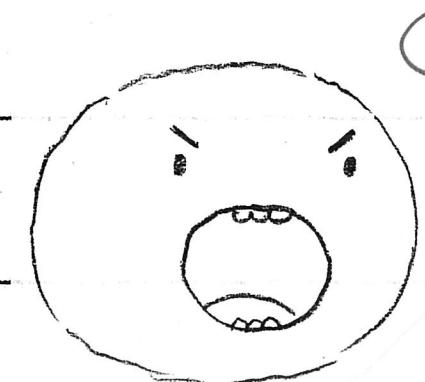
day night



Dialog:

(F) = LARD!

Action:



Timing:

EPISODE #

Production:

1034-235

# ADVENTURE TIME



Page 63

Sc. 38

Pnl. A

Bg.

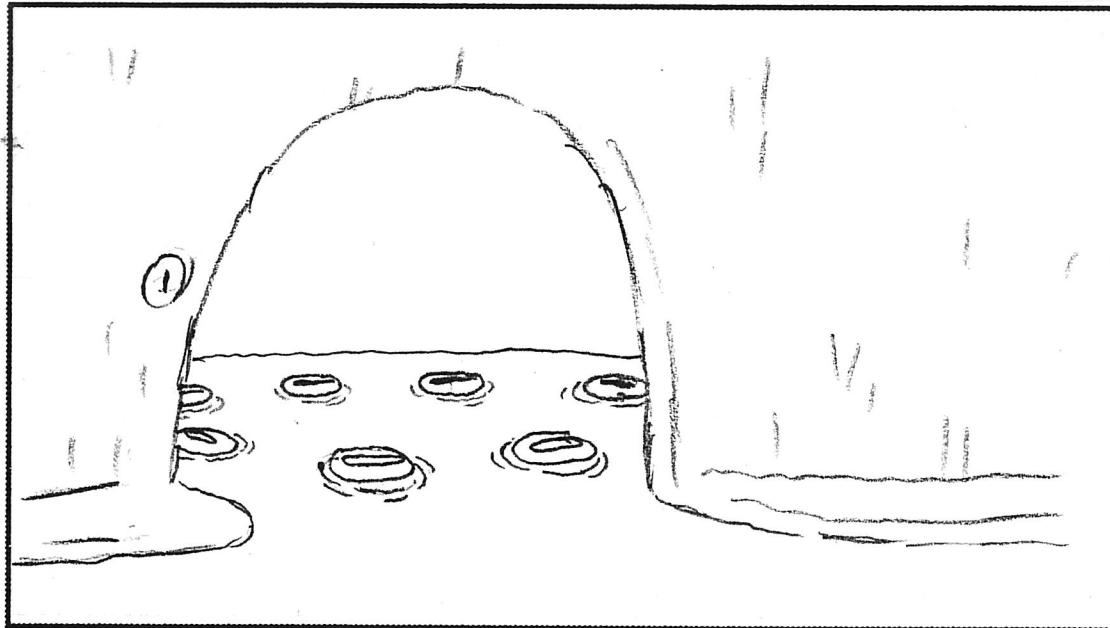
day night

Sc. 38

Pnl. B

Bg.

day night

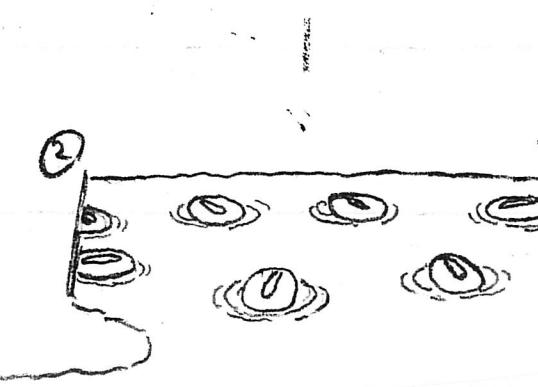


Dialog:

WN1: Huh?

Action: - HOT DOGS IN BUNS  
SPINNING IN PLACE  
① ② ① ②

Timing:



- WN1 POKES HER HEAD OUT  
OF WATER  
- HOT DOGS slow to STOP

EPISODE #

Production:

1034-235

# ADVENTURE TIME



Page 64

Sc. 38

Pnl. C

Bg.

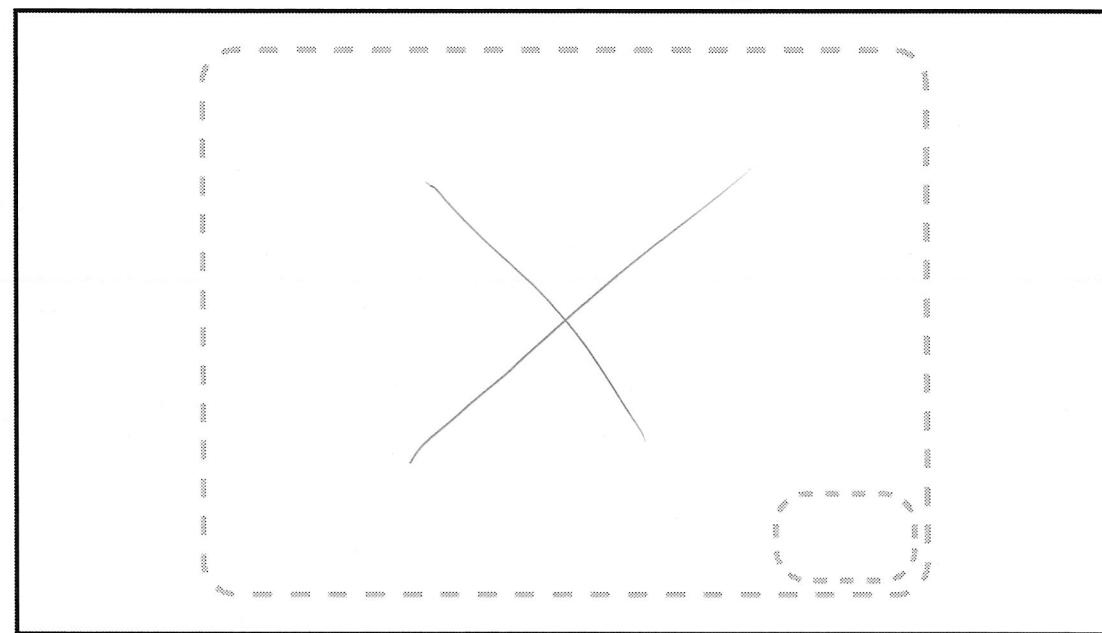
day night

Sc.

Pnl.

Bg.

day night



**Dialog:**

(Wm): No!

**Action:**

- Wm RUNES FORWARD
- 2 hotdogs GET PUSHED to the SIDES

**Timing:**

1034-235

EPISODE #

Production:

# ADVENTURE TIME



Page 65

Sc. 39

Pnl. A

Bg.

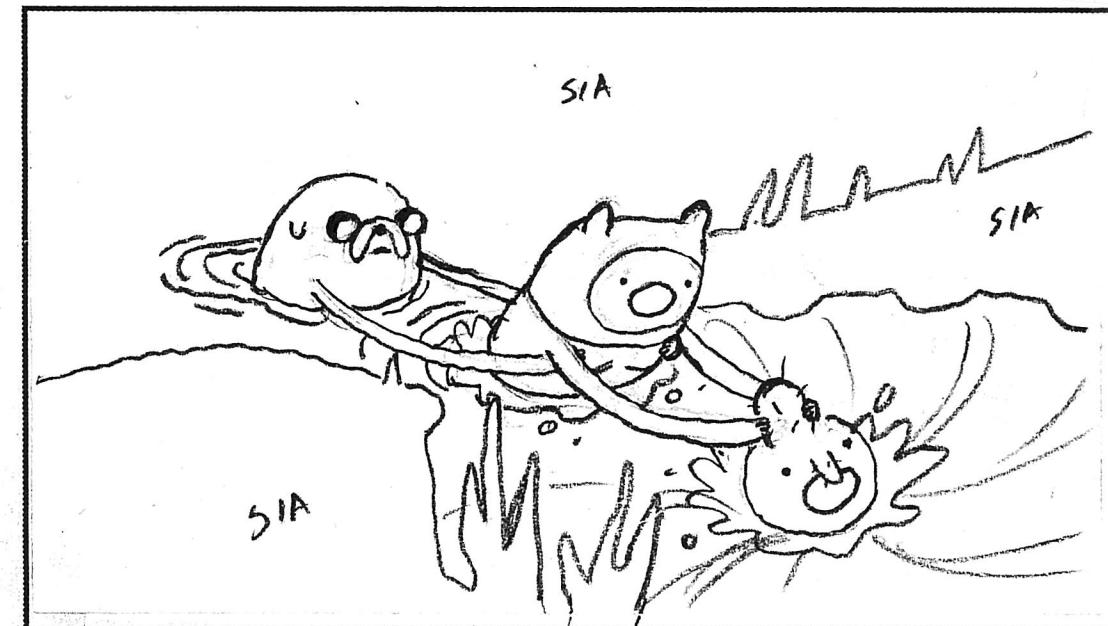
day night

Sc. 39

Pnl. B

Bg.

day night



Dialog:

WNL: (OFFS) DONT GO NEAR THERE!

F: GOTTA SAVE THIS DANG --

F: LARD!

Action:

- F WADS ON/S, J HOLDING HIM

- F GRABS LARD

Timing:

EPISODE #

Production:

1034-235

# ADVENTURE TIME



Page 66

Sc. 39

Pnl. C

Bg.

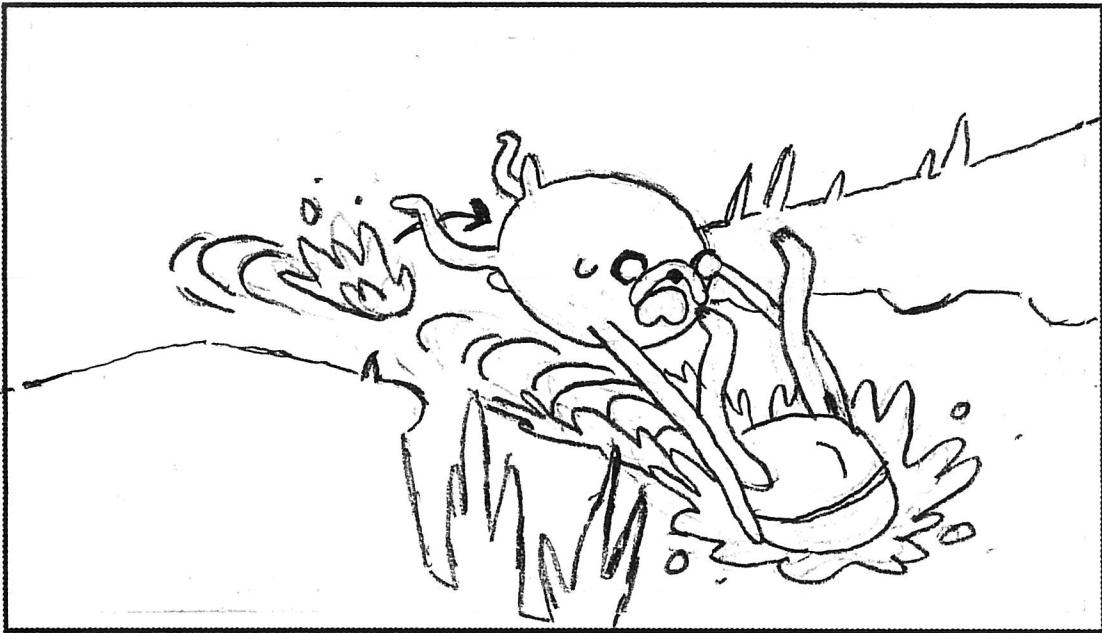
day night

Sc. 39

Pnl. D

Bg.

day night



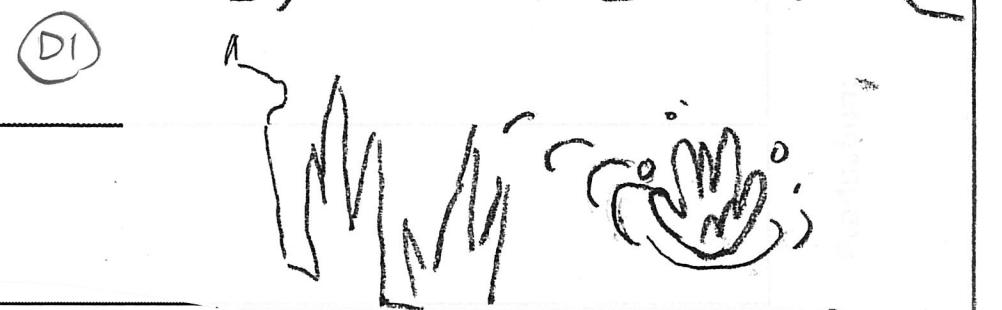
Dialog:

① WHEAAA ~  
② AAAAH ~

SFX: \*SPSHH\* (0/5)  
③ (WN) FINN!

Action:

-F/J SUDDENLY  
GET YANKED INTO POOL W/S-L.



Timing:

EPISODE #

1034-235

# ADVENTURE TIME



Page 67

Sc. 40

Pnl. A

Bg.

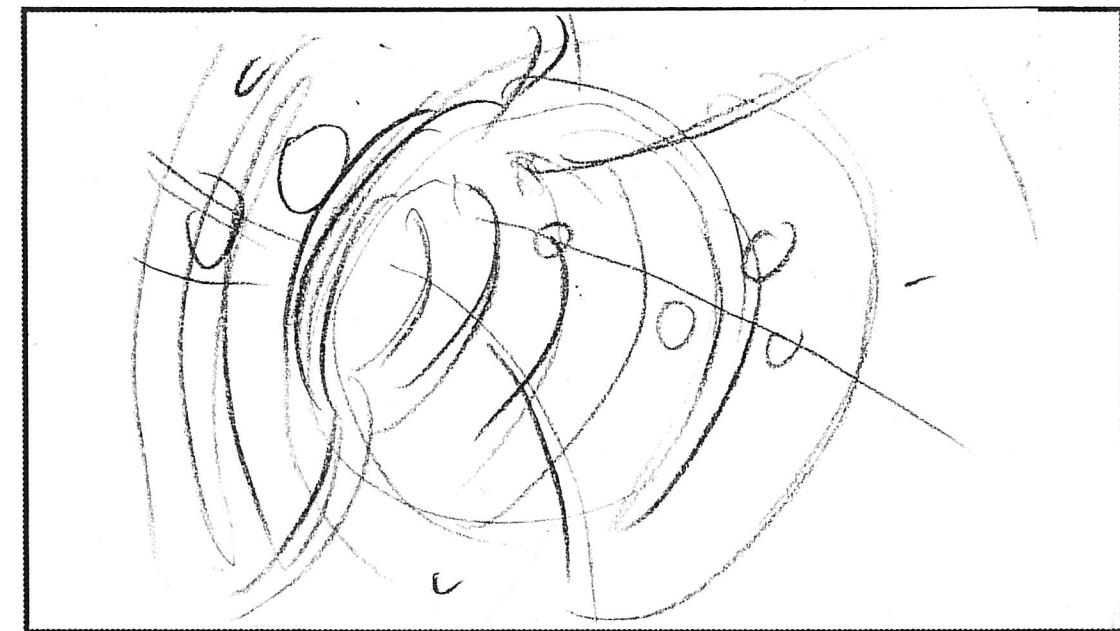
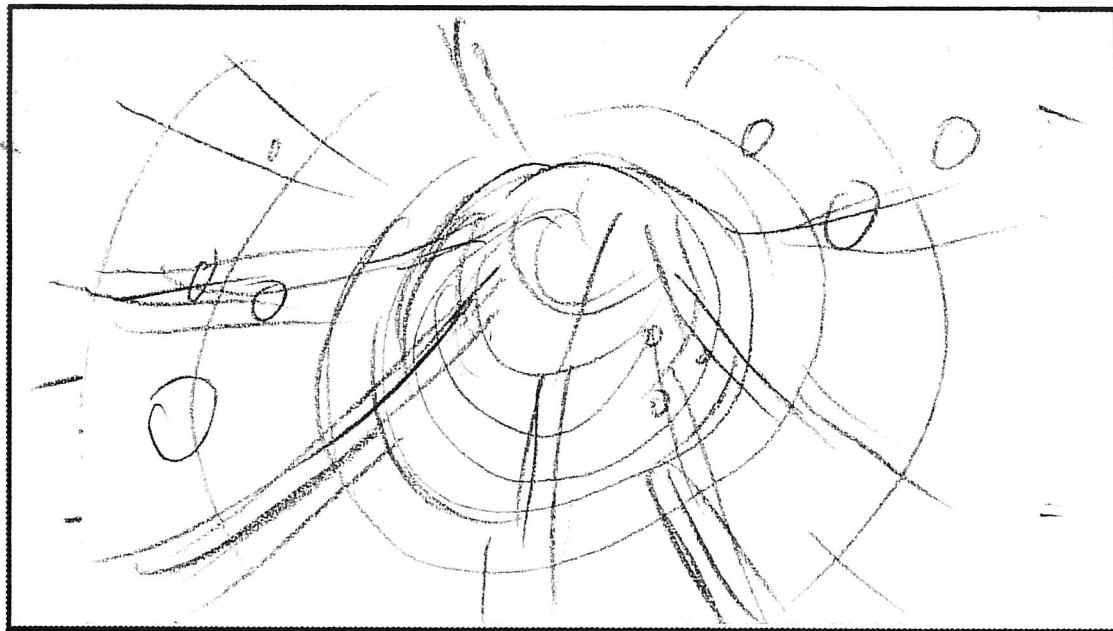
day night

Sc. 40

Pnl. B

Bg.

day night



Dialog:

(WN) : (OFFS)  
DON'T SMELL THE  
PURPLE STUFF!

Action:

~ ANIMATED TUNNEL P.O.V.

Timing:

# ADVENTURE TIME



Page 68

Sc. 40

Pnl. C

Bg.

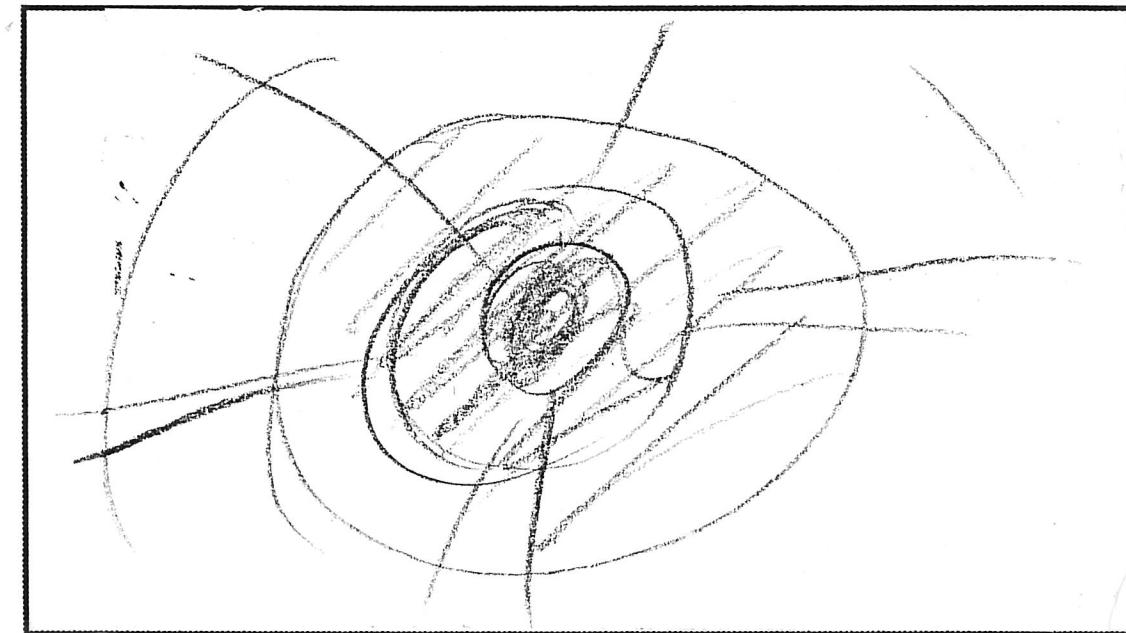
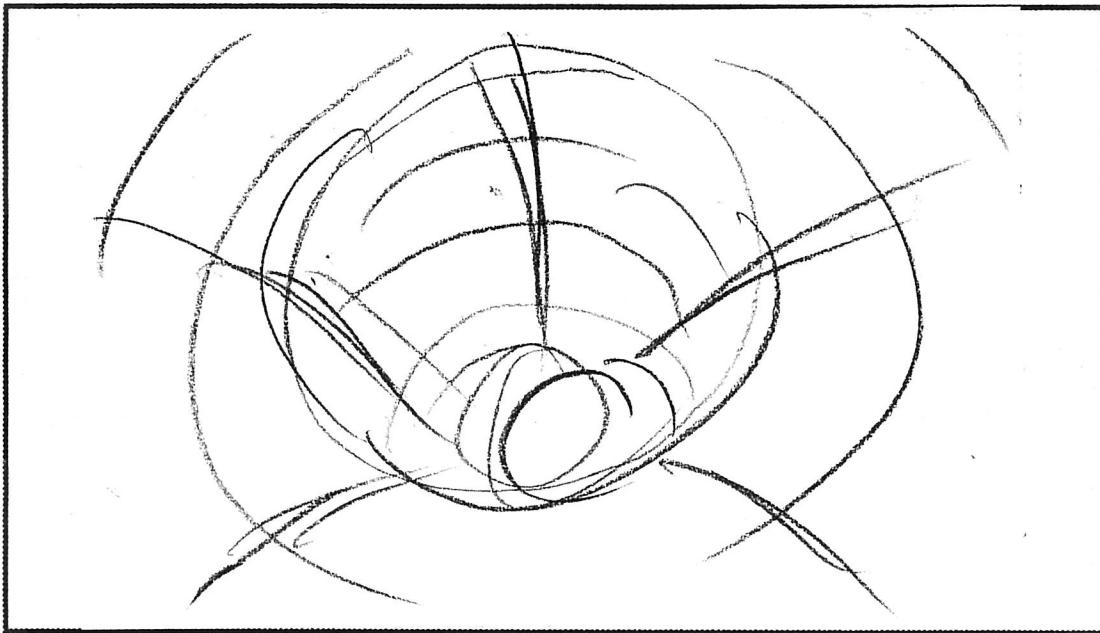
day night

Sc. 40

Pnl. D

Bg.

day night



Dialog:

Action:

- CONTINUE TRAVELING THROUGH TUNNEL.

Timing:

Production:

1034-235

EPISODE #

# ADVENTURE TIME



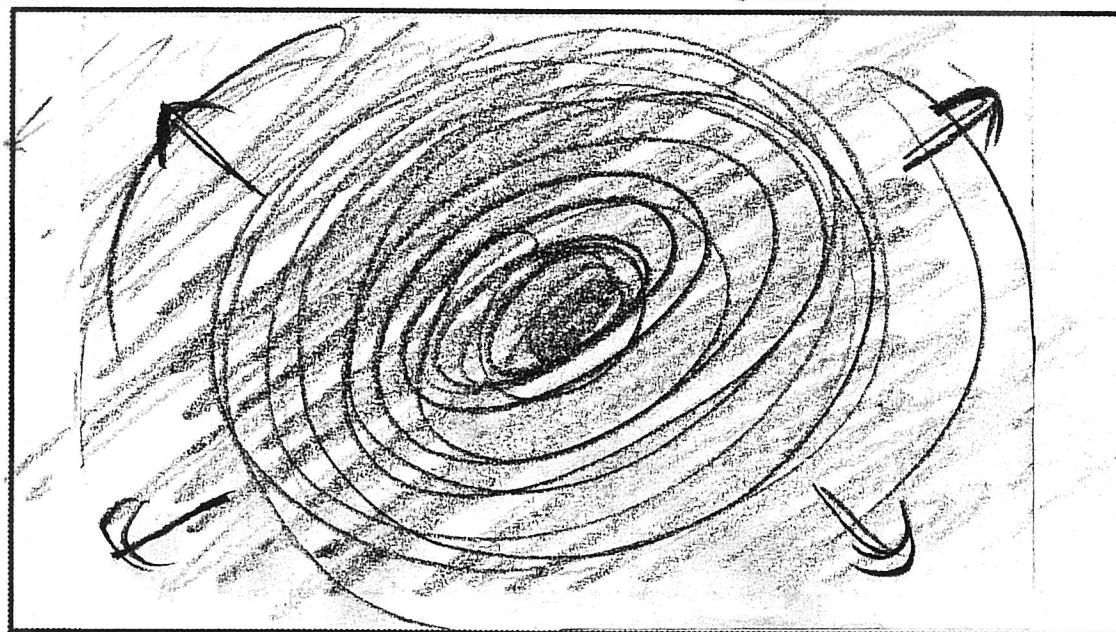
Page 69

Sc. 40

Pnl. E

Bg.

day night

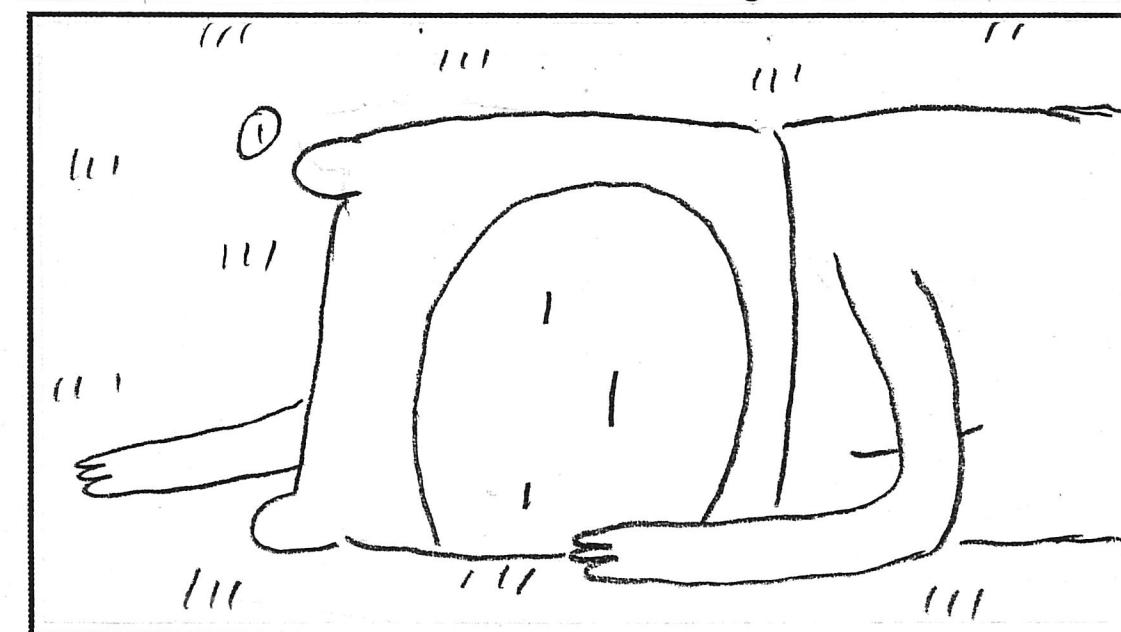


Sc. 41

Pnl. A

Bg.

day night

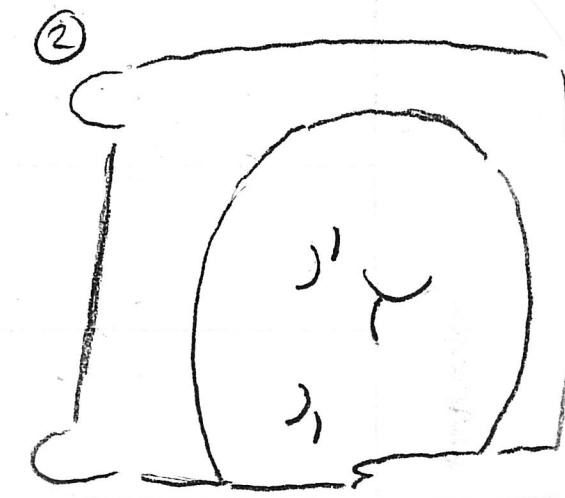


Dialog:

Action:

- FADE IN  
ON UNCONSCIOUS FINN.

Timing:



1034-235

EPISODE #

# ADVENTURE TIME



Page 70

Sc. 41

Pnl. B

Bg.

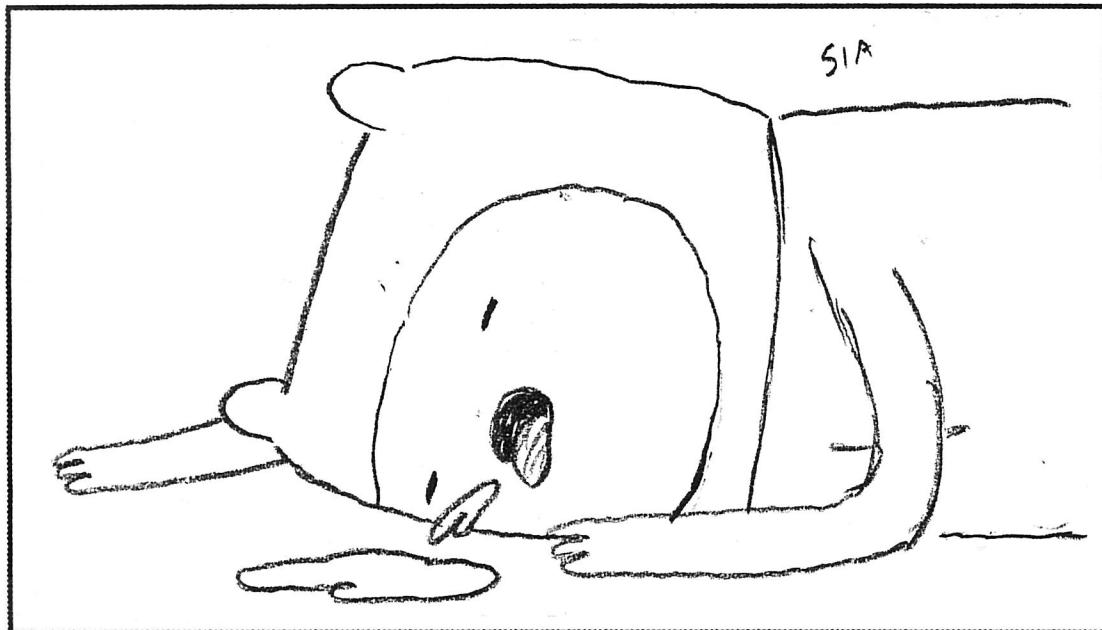
day night

Sc. 41

Pnl. C

Bg.

day night



Dialog:

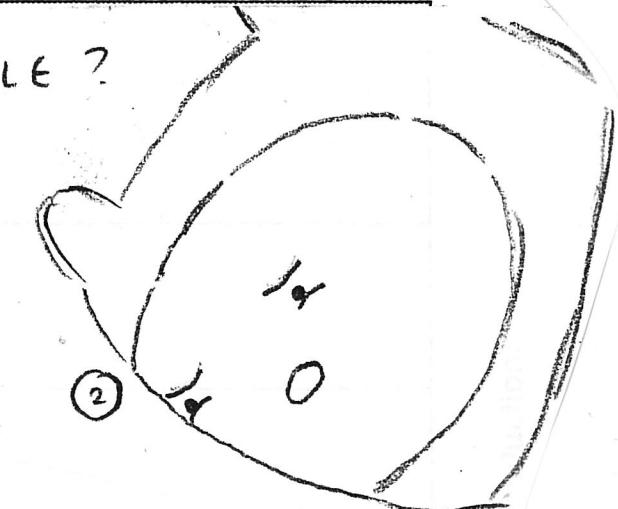
(F): (COUGH)

(F): WHAT'D SHE SAY...  
DON'T touch the PURPLE?

Action:

- SPLITS at WATER

Timing:



EPISODE #

1034-235

# ADVENTURE TIME



Page 71

Sc. 41

Pnl. D

Bg.

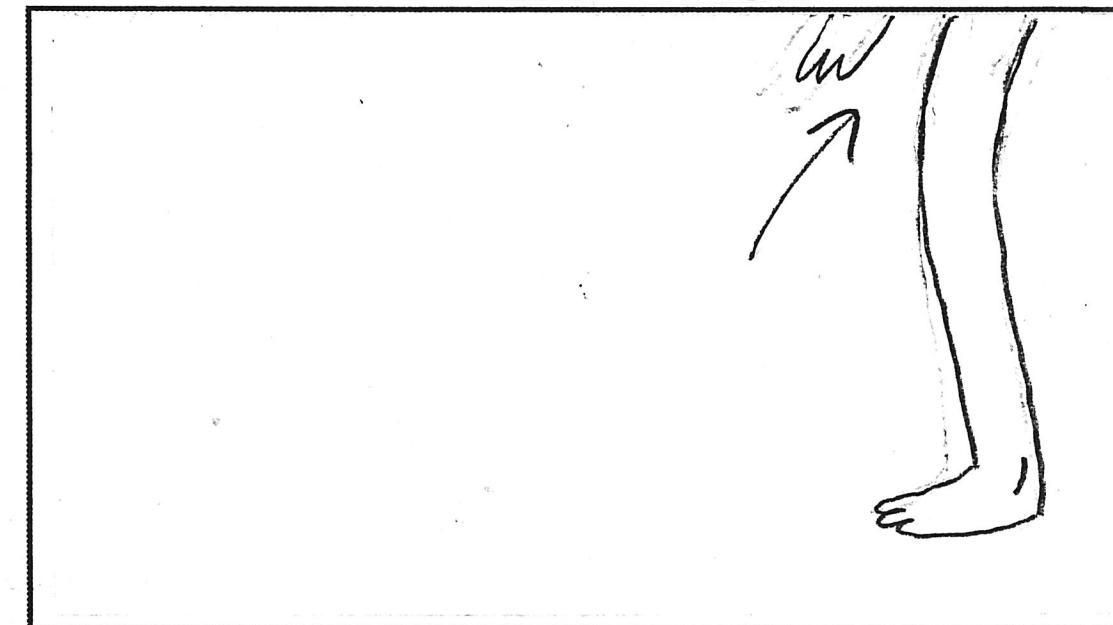
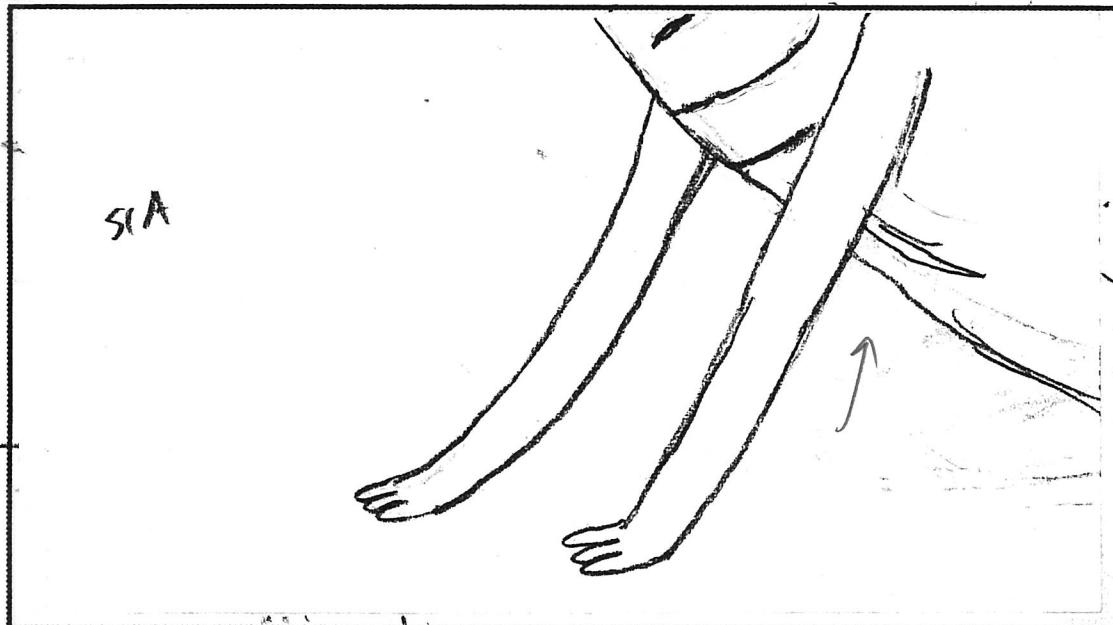
day night

Sc. 41

Pnl. E

Bg.

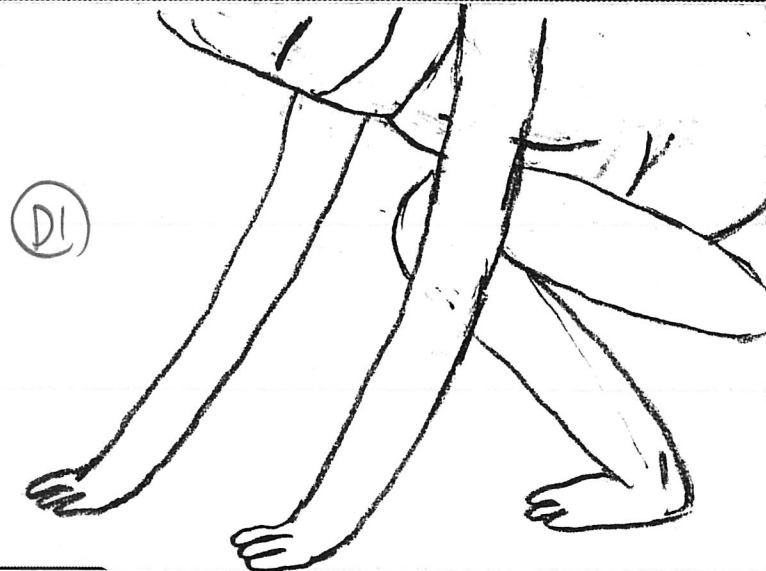
day night



Dialog:

Action:

- F. STANDS UP.



- F. WALKS OFF.

Timing:

EPISODE # 1034-235

# ADVENTURE TIME



Page 72

Sc. 42

Pnl. A

Bg.

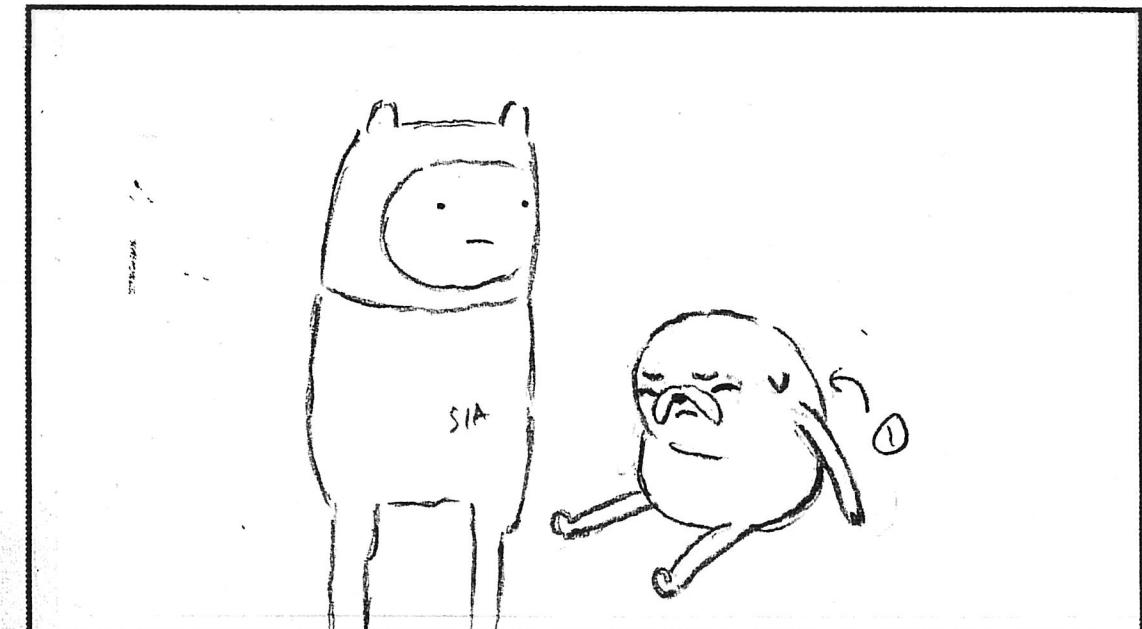
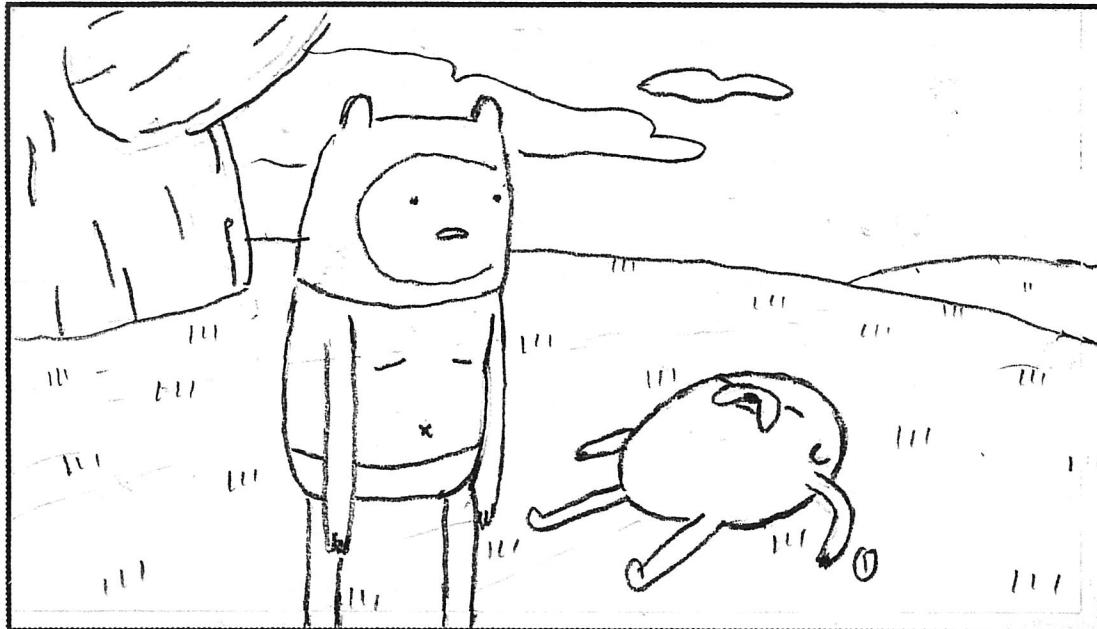
day night

Sc. 42

Pnl. B

Bg.

day night



Dialog:

(F) : WHAT... HAPPENED  
TO THE POND.  
(J) : (GROAN)

Action:

- SKY IS A STRANGE COLOR.

Timing:



- J SITS UP  
TURNS HEAD



EPISODE # 1034-235

1034-235

# ADVENTURE TIME



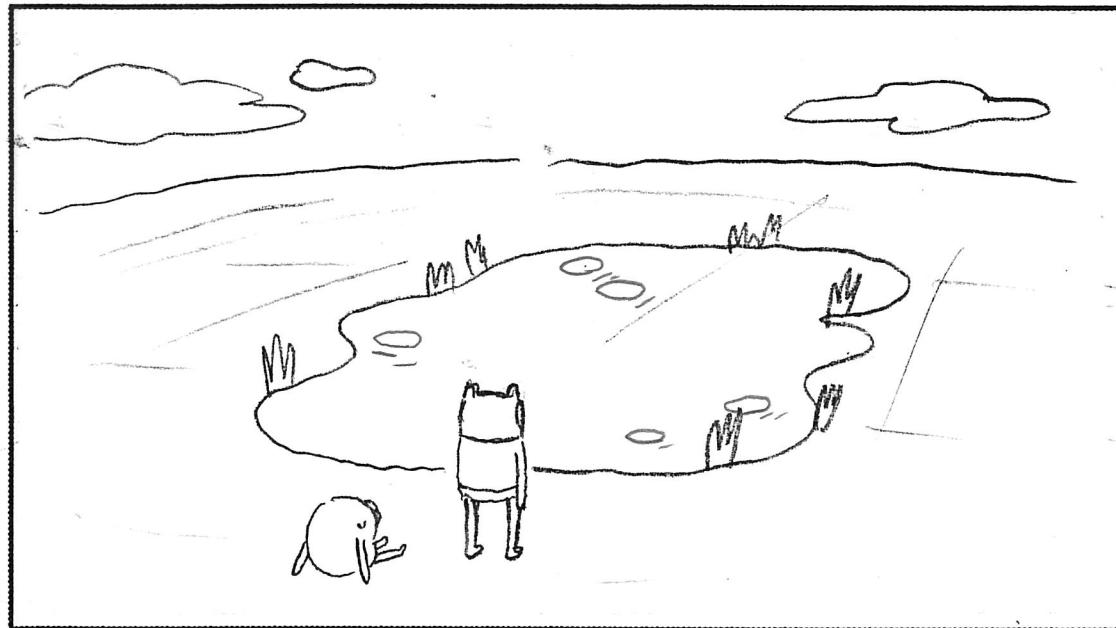
Page 73

Sc. 43

Pnl. A

Bg.

day night

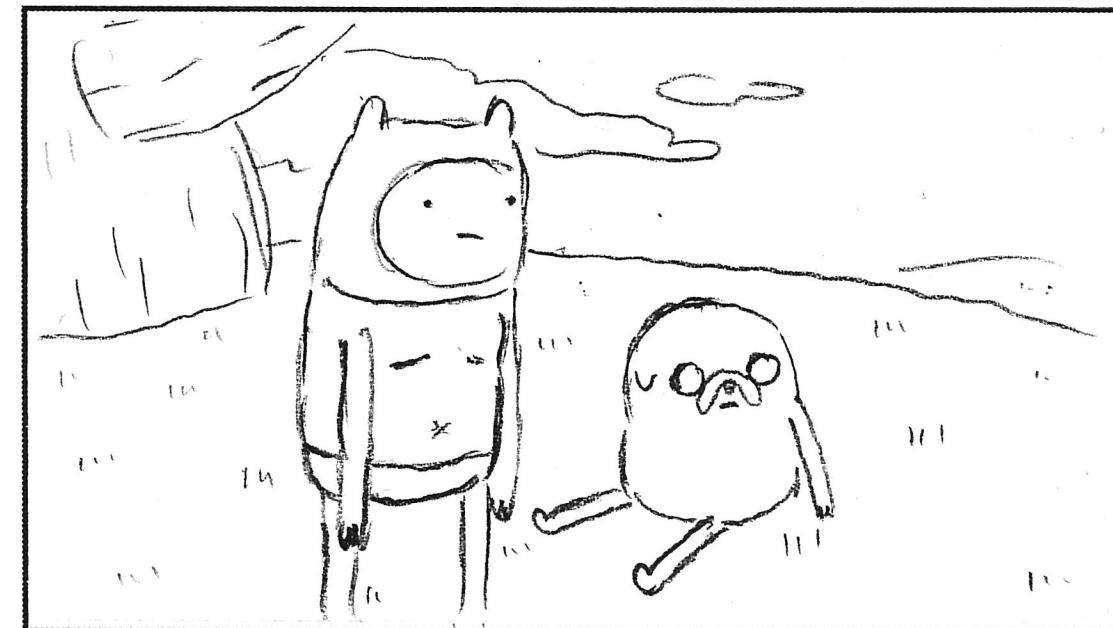


Sc. 44

Pnl. A

Bg.

day night



Dialog:

⑦: AND HOW 'BOUT OUR HOUSE?

Action:

- PINK POND  
- CANADIAN COLOURED  
LILY PADS

Timing:



Production:

1034-235

EPISODE #

# ADVENTURE TIME



Page 74

Sc. 44

Pnl. B

Bg.

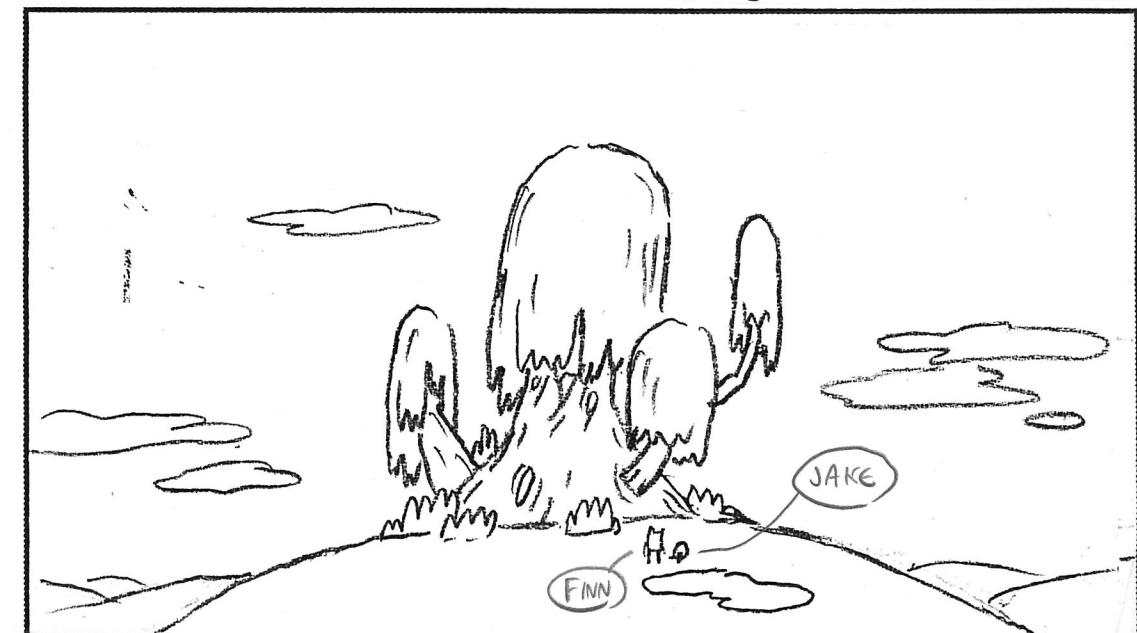
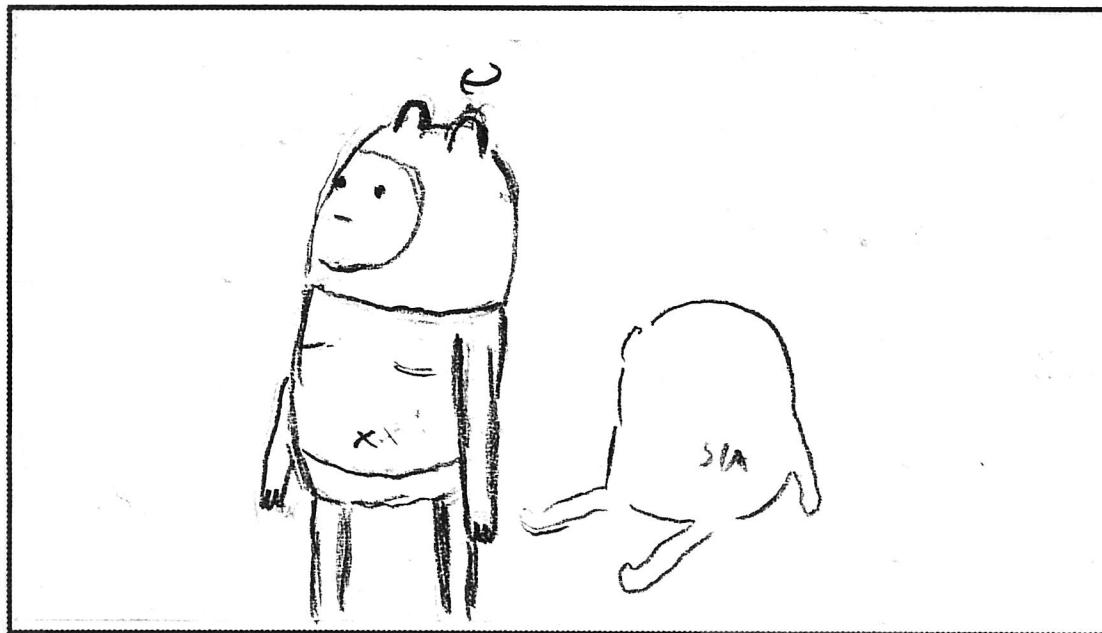
day night

Sc. 45

Pnl. A

Bg.

day night



Dialog:

Action:

- F. TURNS TO LOOK AT TREE

- NO TREEHOUSE.

Timing:

EPISODE # 1034-235

Production:

# ADVENTURE TIME



Page 75

Sc. 46

Pnl. A

Bg.

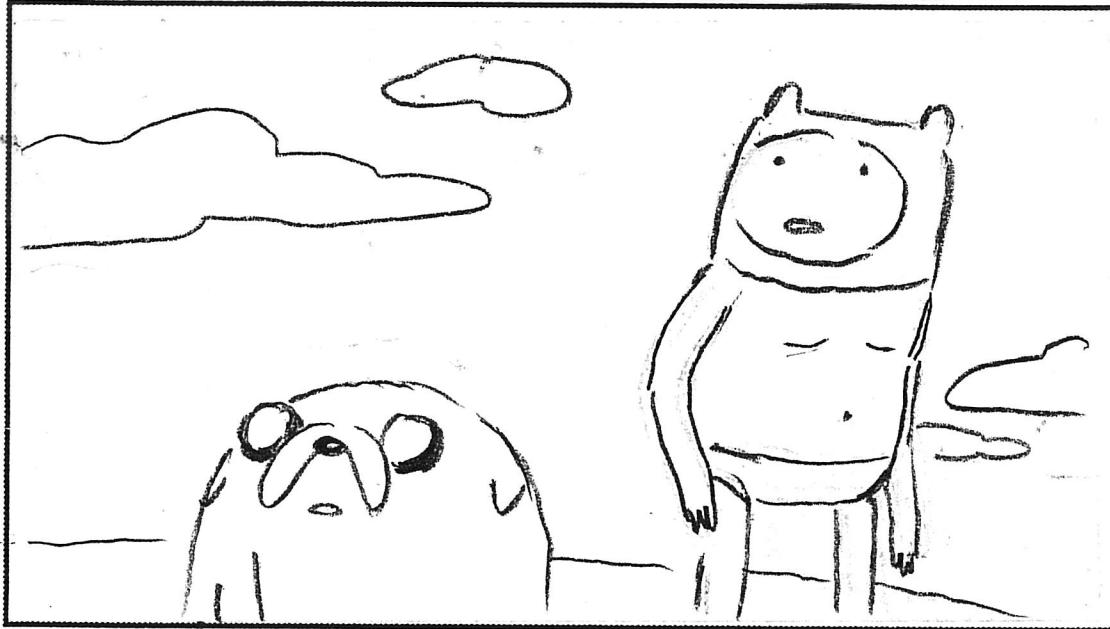
day night

Sc. 46

Pnl. B

Bg.

day night



Dialog:

F: WHAT THE BUTT.

J: I GUESS WE WENT  
THROUGH SOME PORTAL TO  
THE PAST OR SOME BIZ

Action:

Timing:

1034-235

EPISODE #

Production:

# ADVENTURE TIME



Page 76

Sc. 46

Pnl. C

Bg.

day night

Sc. 46

Pnl. D

Bg.

day night



Dialog:

(P) : I DUNNO...

(F) : WAS STUFF THE  
WRONG COLOUR  
IN THE PAST?

Action:

Timing:

# ADVENTURE TIME



Page 77

Sc. 47

Pnl. A

Bg.

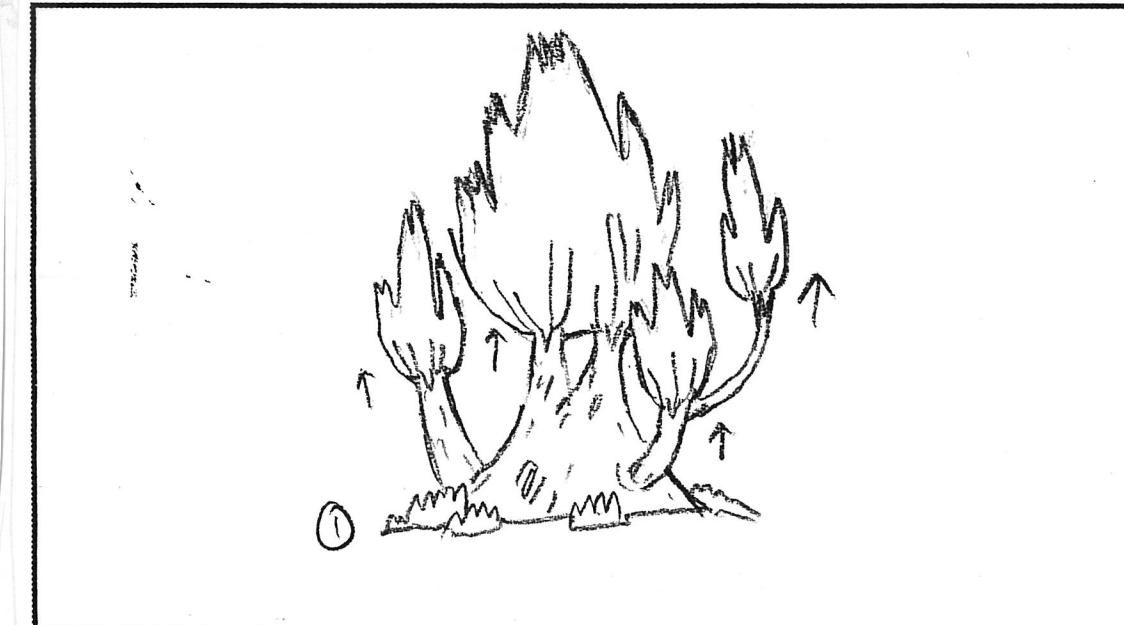
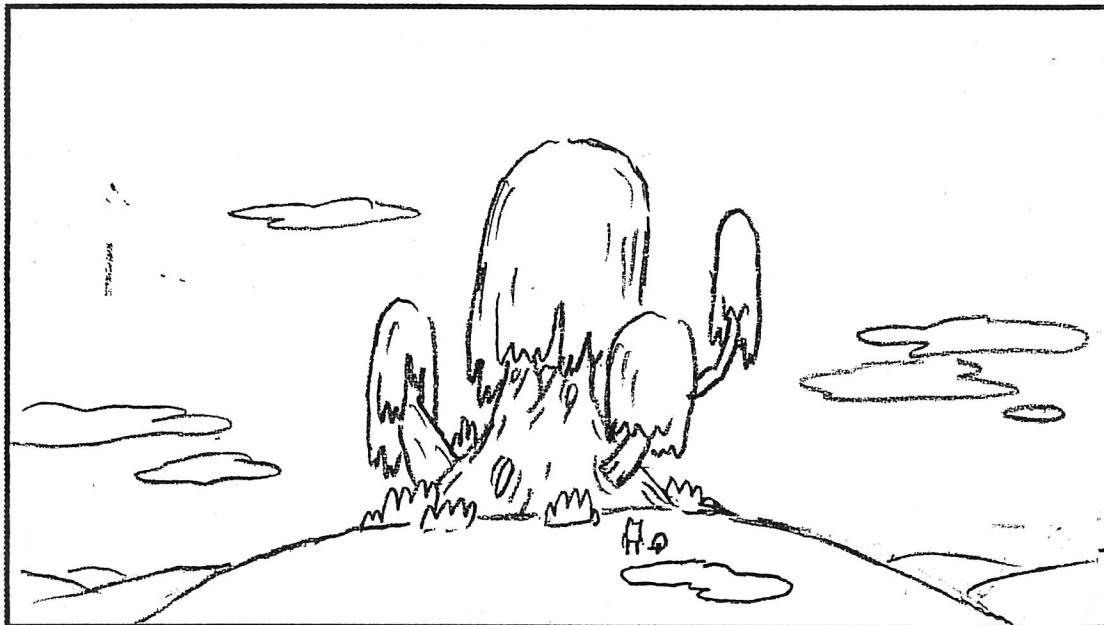
day night

Sc. 47

Pnl. B

Bg.

day night



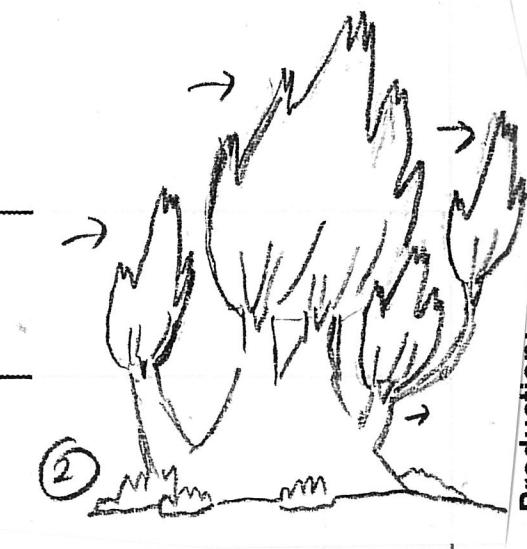
Dialog:

SFX: \*VRRRRR\*

Action:

- LEAVES SHOOT UPWARD  
AS IF BLOWN BY A GUST OF  
WIND

Timing:



1034-235

EPISODE #

Production:

# ADVENTURE TIME



Page 78

Sc. 47

Pnl. C

Bg.

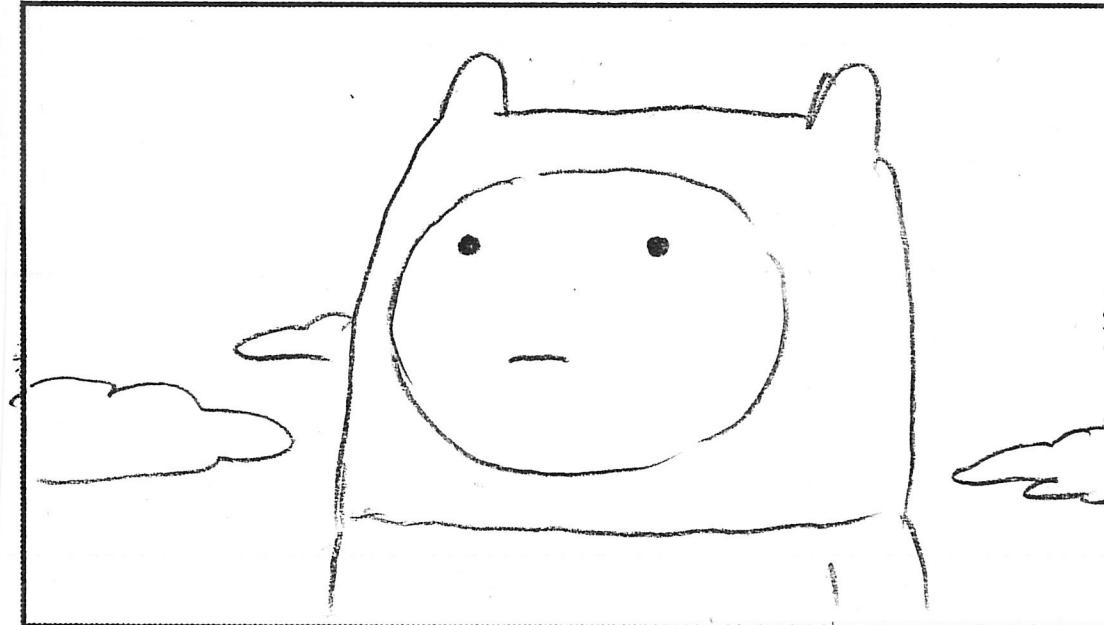
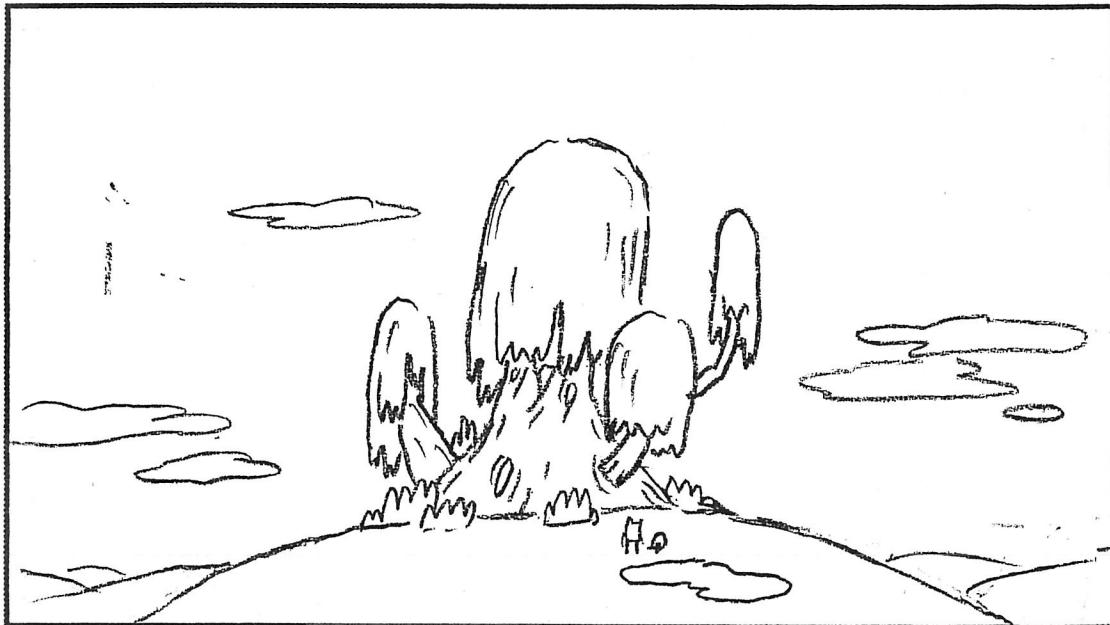
day night

Sc. 47

Pnl. A

Bg.

day night



EPISODE #

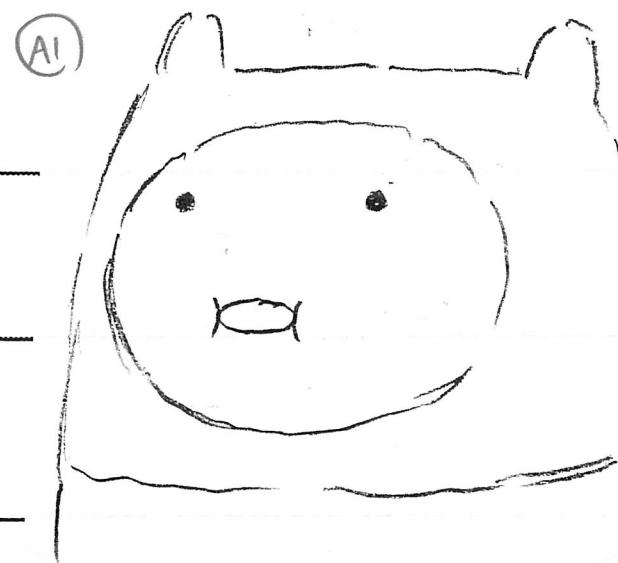
1034-235

Dialog:

(F) : 175 WEIRD AS  
CROPS HERE.

Action:

Timing:



# ADVENTURE TIME



Page 79

Sc. 48

Pnl. A

Bg.

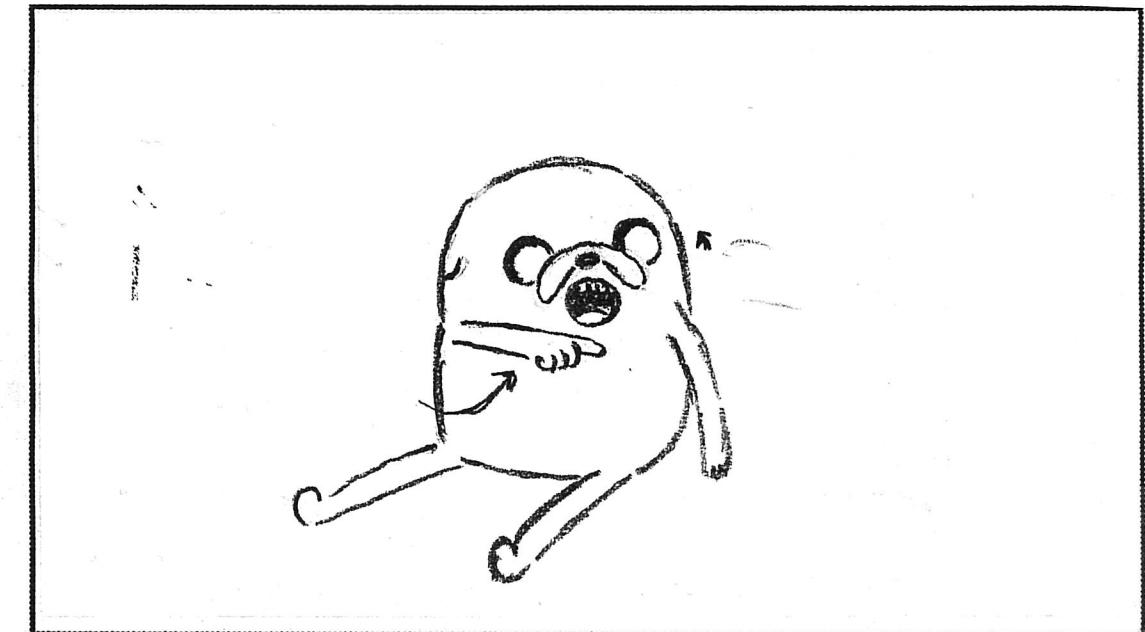
day night

Sc. 48

Pnl. B

Bg.

day night

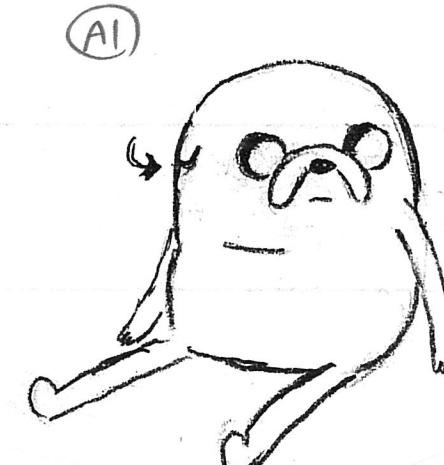


Dialog:

⑦ THE SEA LARD,

WEEPS IT GOES!

Action:



Timing:

Production:

1034-235

EPISODE #

# ADVENTURE TIME



Sc. 49

Pnl. A

Bg.

day night

Sc. 50

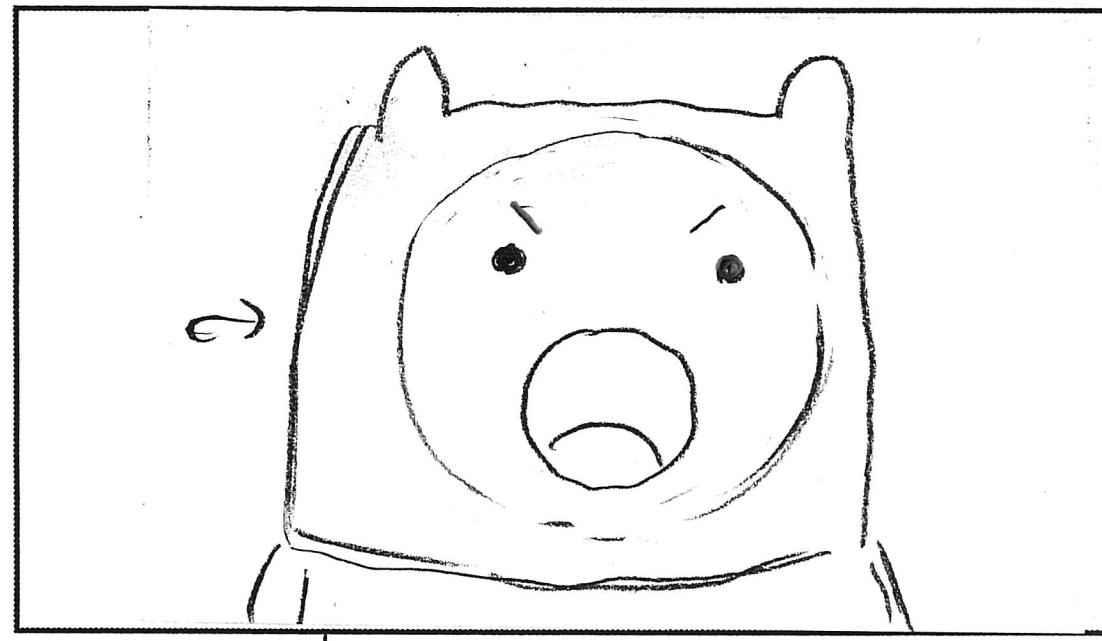
Pnl. A

Bg.

day night

Page

80



Dialog:

(S) THERE IT GOES!

(F) LARD!  
COME BACK!

Action:

- S.L CRAWLING TOWARD FOREST  
LEAVING SLIME TRAIL

Timing:

1034-235

EPISODE #

Production:

# ADVENTURE TIME



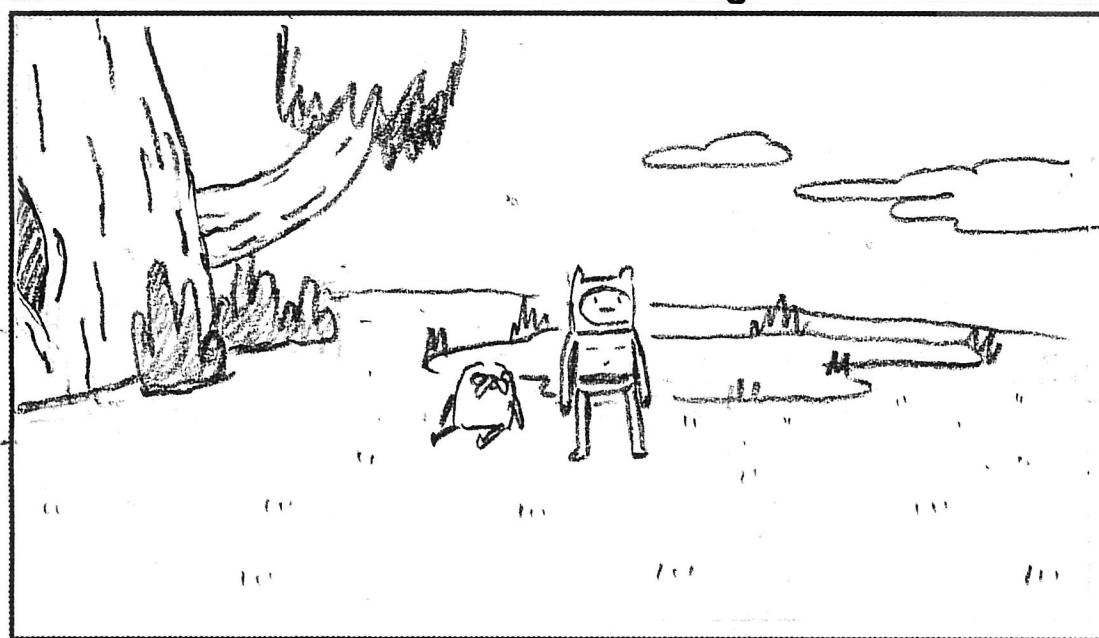
Page 81

Sc. 51

Pnl. A

Bg.

day night

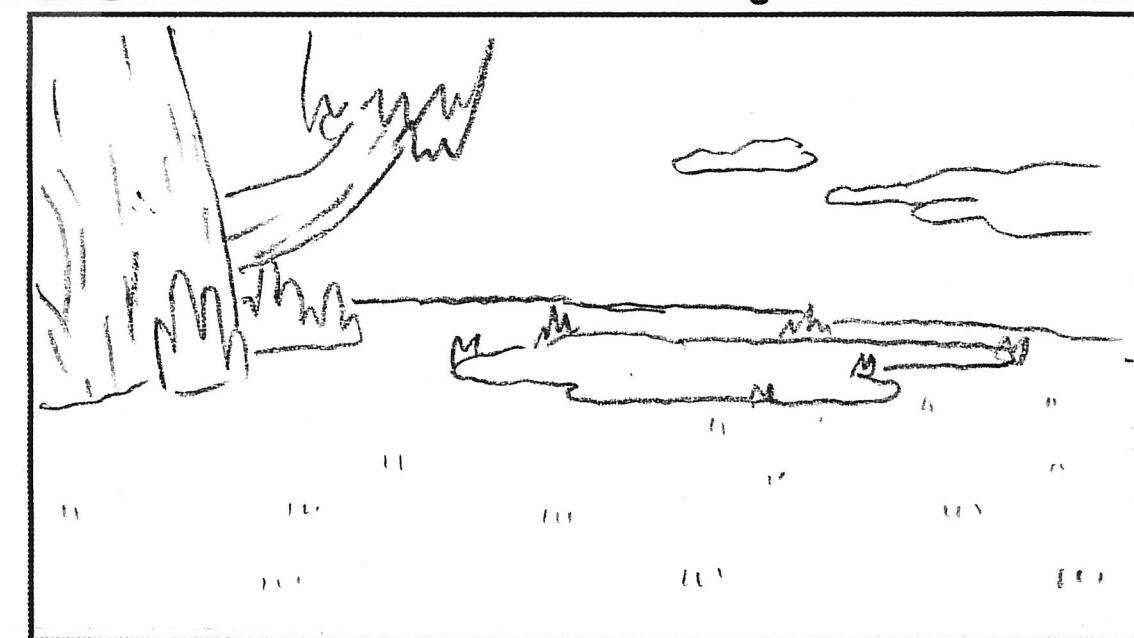


Sc. 51

Pnl. B

Bg.

day night

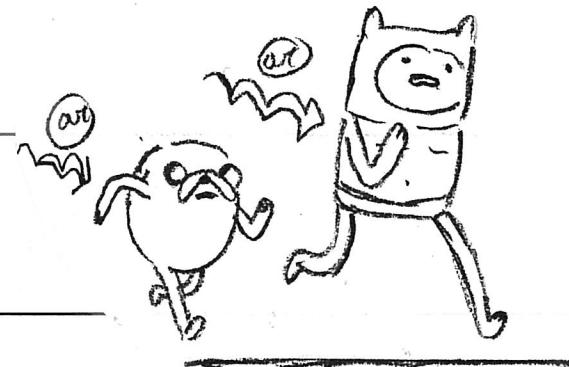


Dialog:

Action:

- F+J RUN OFF/S.

Timing:

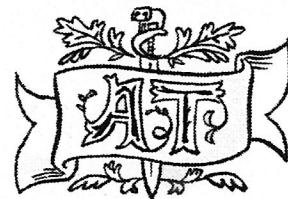


EPISODE #

Production:

1034-235

# ADVENTURE TIME



Sc. 51

Pnl. 6

Bg.

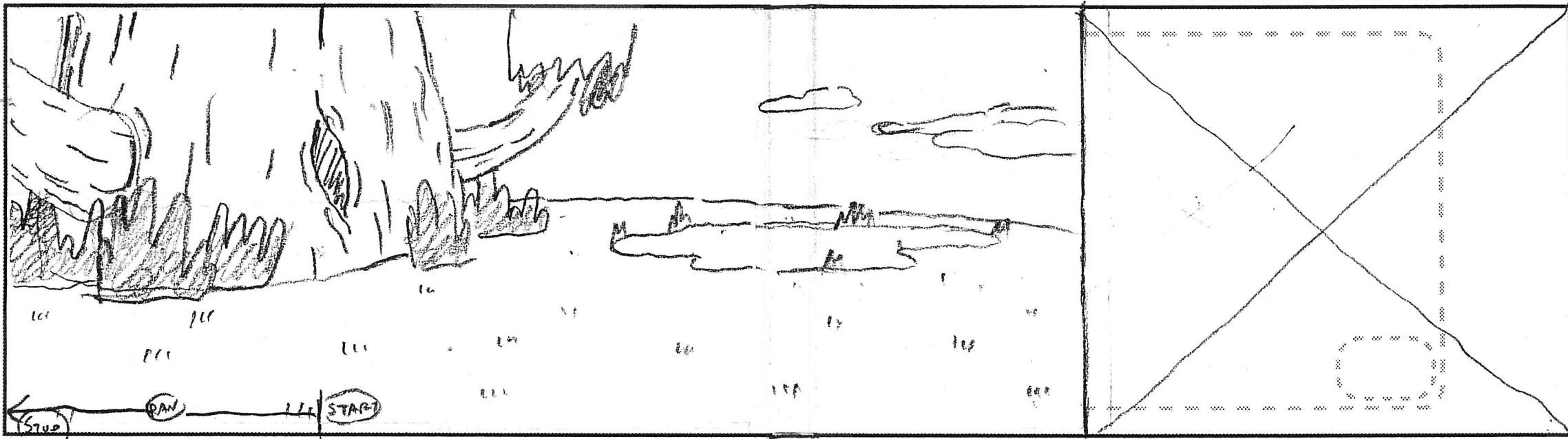
day night

Page 82

1034-235

**EPISODE #**

### Production:



## Dialog:

**Action:**

- PAN LEFT TO TREE.

## Timing:

# ADVENTURE TIME



Sc. 52

Pnl. A

Bg.

day night

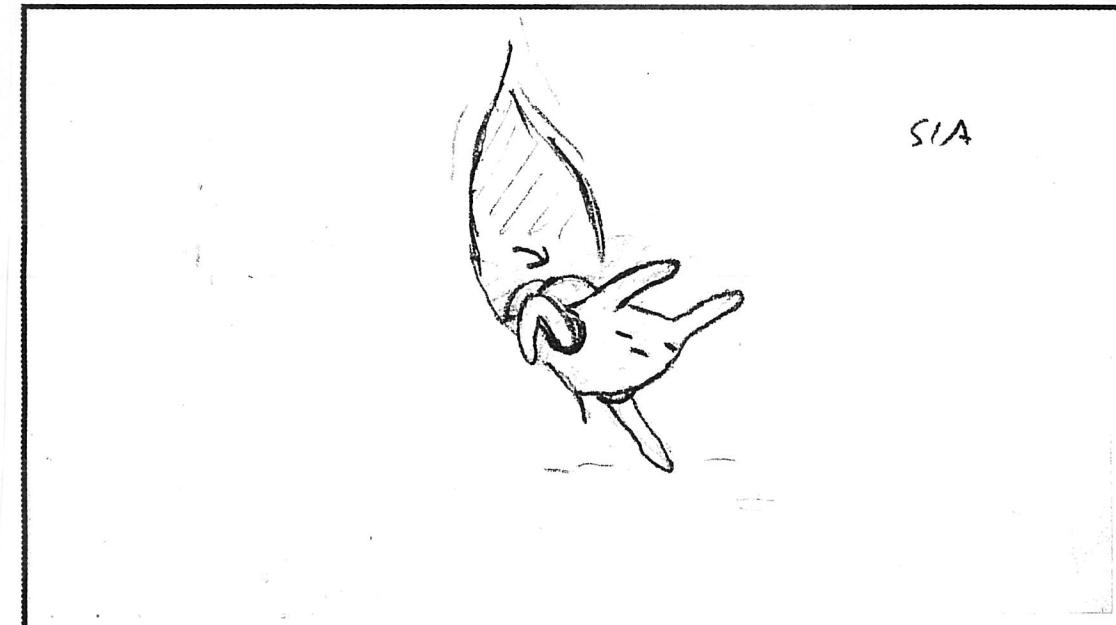
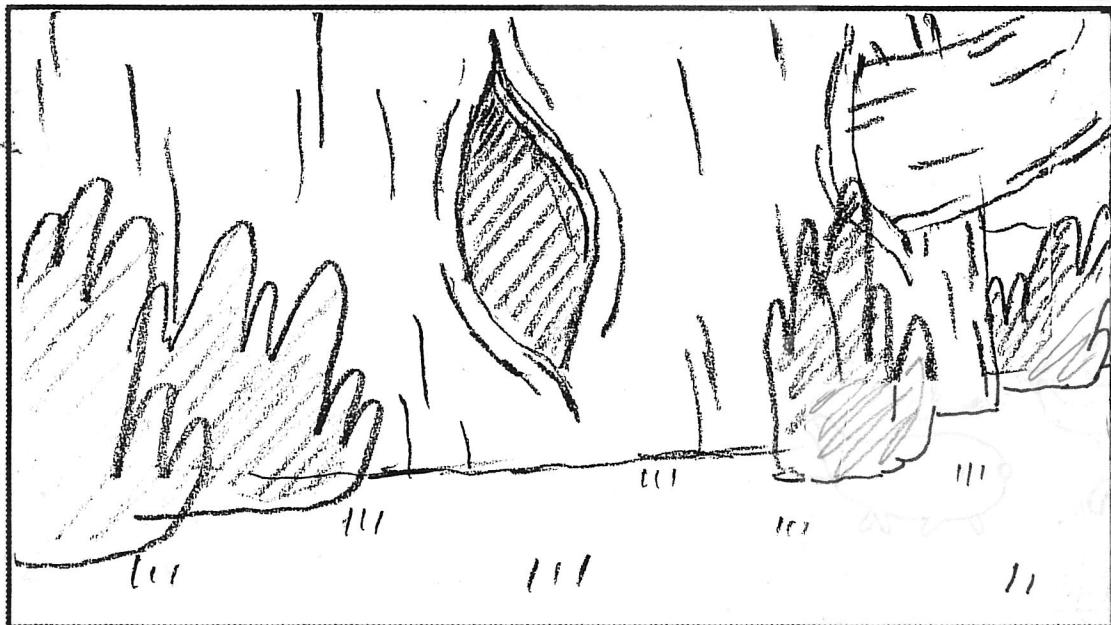
Sc. 52

Pnl. B

Bg.

Page

83



## Dialog:

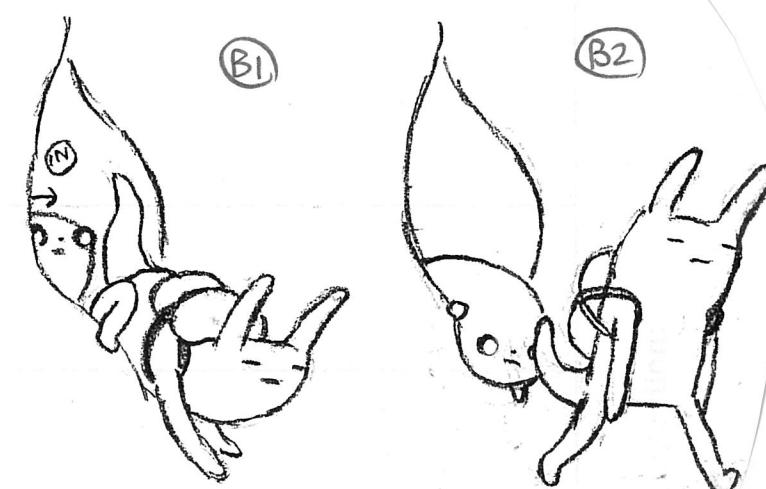
Action:

- WEIRDO VERSION OF FINN POKES HIS HEAD OUT OF KNOT HOLE.



- W.F CRAWLS DOWN,  
WALKS  
- WEIRDO JAKE  
FOLLOWS

## Timing:



EPISODE #

1034-235

# ADVENTURE TIME



Sc. 52

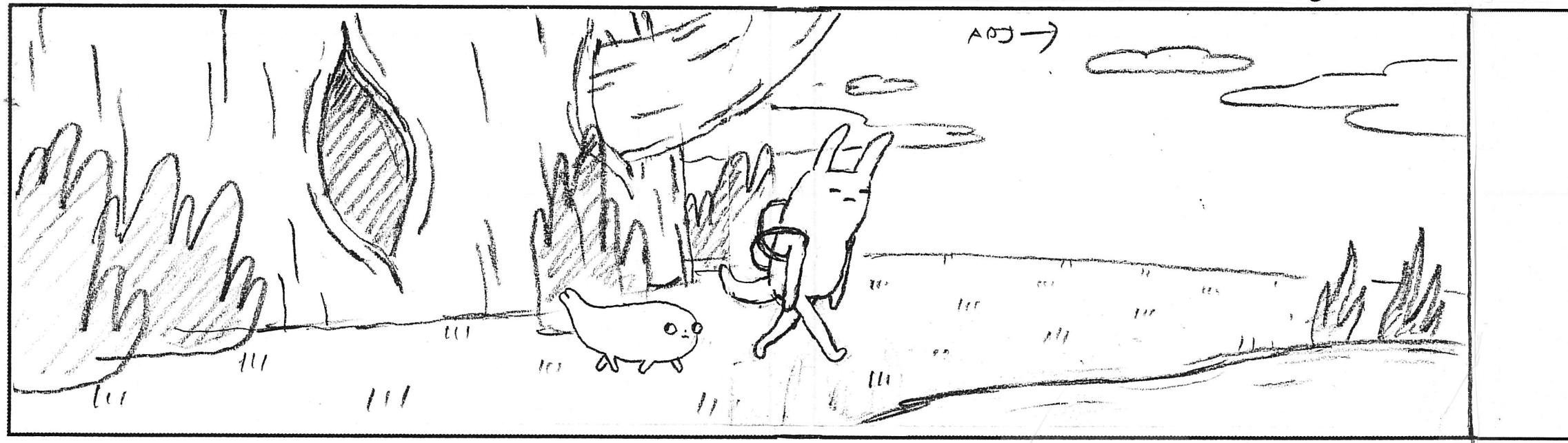
Pnl. C

Bg.

day night

Page

84



Dialog:

Action:

- W, F / W-J WALK TOWARD POND  
- ADJ W WF / W-J

Timing:

EPISODE # 1034-235

Production:

# ADVENTURE TIME



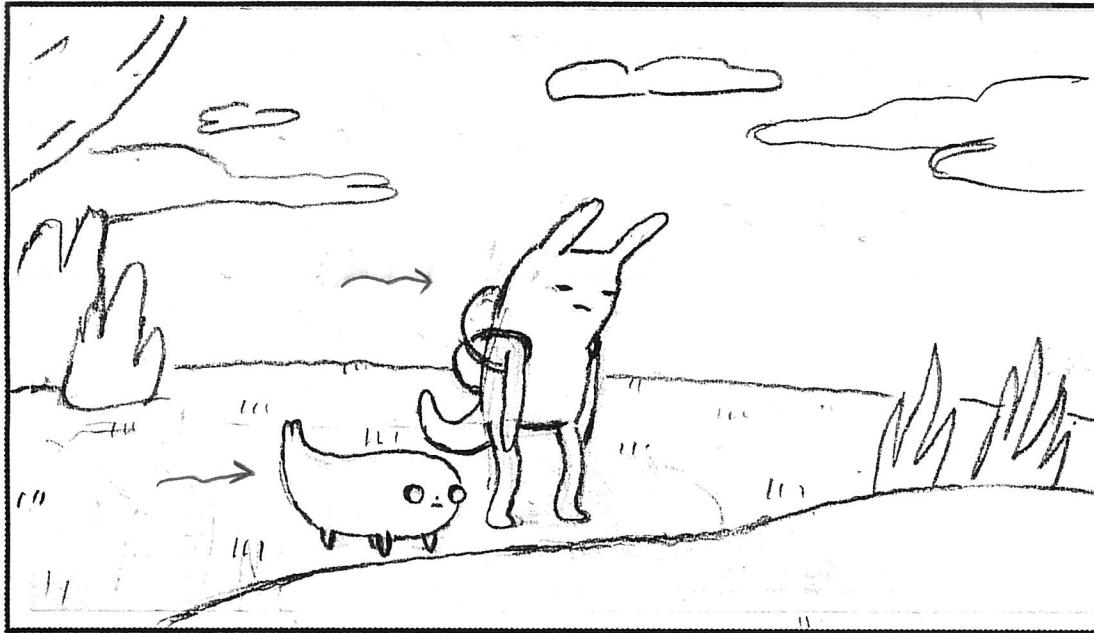
Page 85

Sc. 52

Pnl. D

Bg.

day night

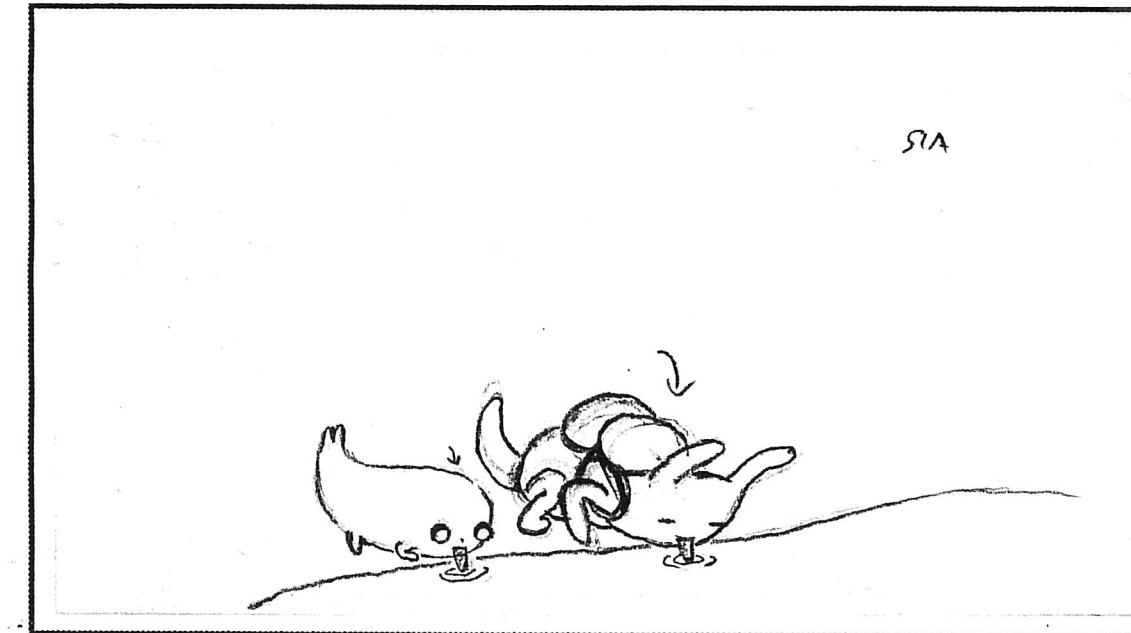


Sc. 52

PnL.

Bg.

day night



### Dialog:

SPX = LAPPING w WATER →

### Action:

- W.F / W.J STOP AT PUMP'S GAGE

- THEY CROUCH DOWN AND START LAPPING UP WATER. LIKE ANIMALS

### Timing:

## Production:

1034-235

**EPISODE #**

# ADVENTURE TIME



Page 86

Sc. 53

Pnl. A

Bg.

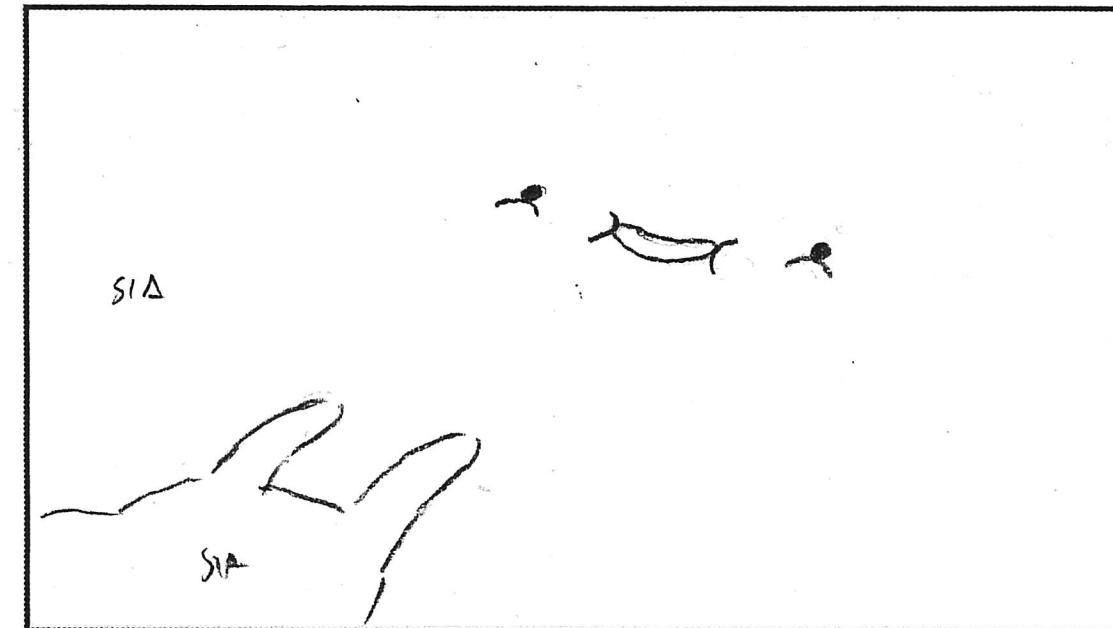
day night

Sc. 53

Pnl. B

Bg.

day night



Dialog:

SFK : LAPPING UP WATER

PRINCESS BUBBLEGUM : [GIGGLES]

Action:

-PB FACE APPEARS

Timing:

1034-235

EPISODE #

Production:

# ADVENTURE TIME



Sc. 54

Pnl. A

**Bq.**

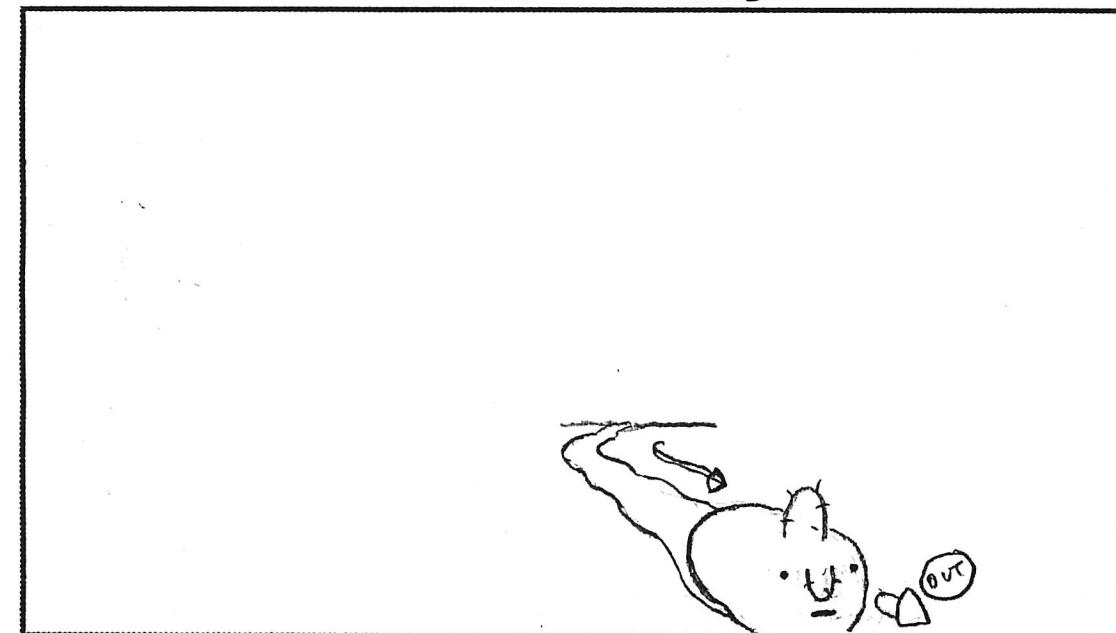
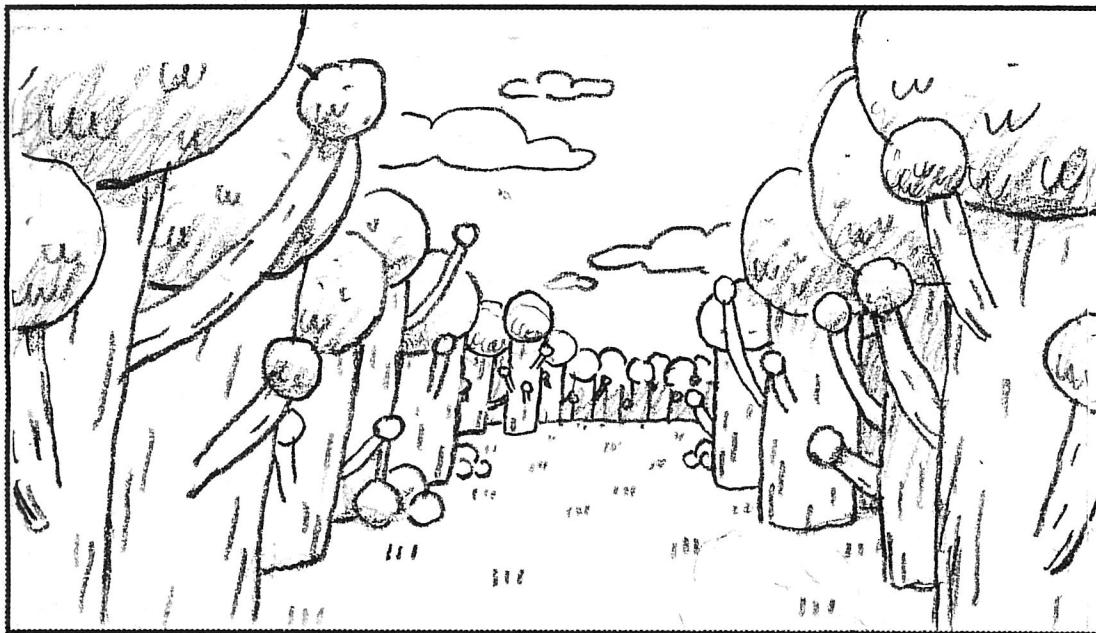
day nigh

Sc. 5

PnL.

Bq.

Page 84



### Dialog:

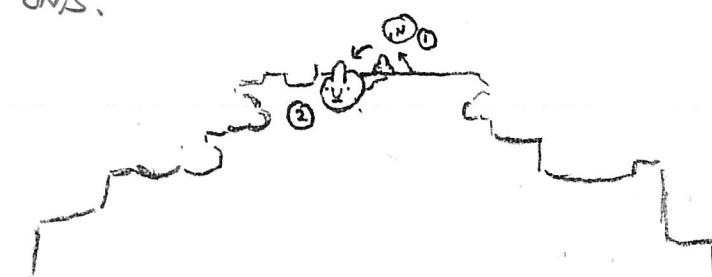
(F): (OFFS) LARO!

**Action:**

## - SEA LARD WORMS ON, S.

- SEA LARD CRAWLS OFF/S.

**Timing:**



## Production:

**EPISODE #**

1034-235

# ADVENTURE TIME



Sc. 54

Pnl. C

Bg.

day night

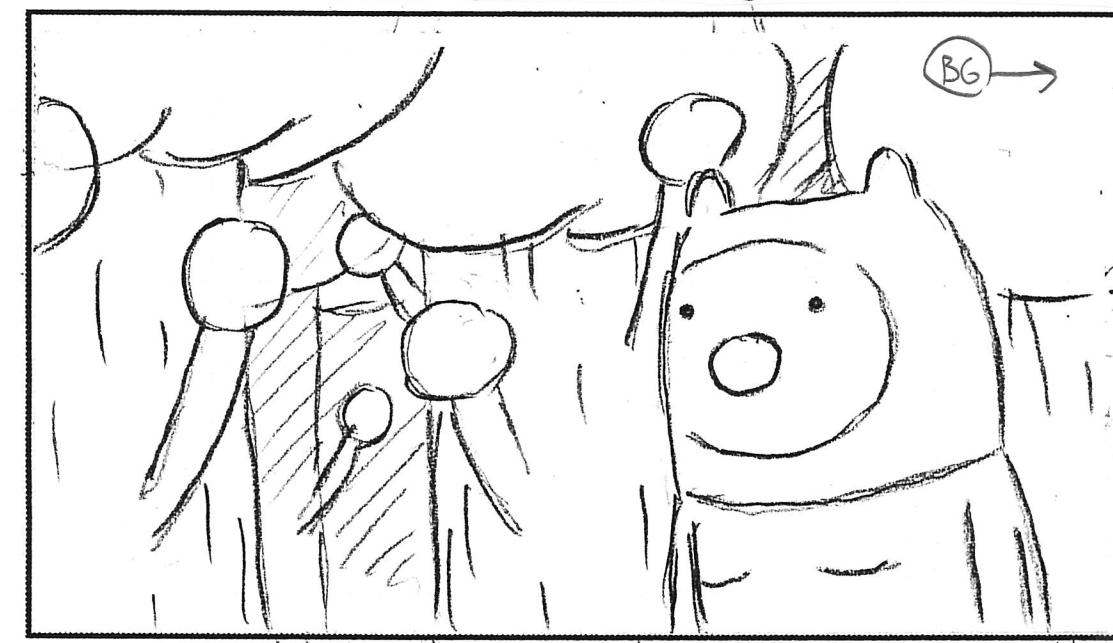
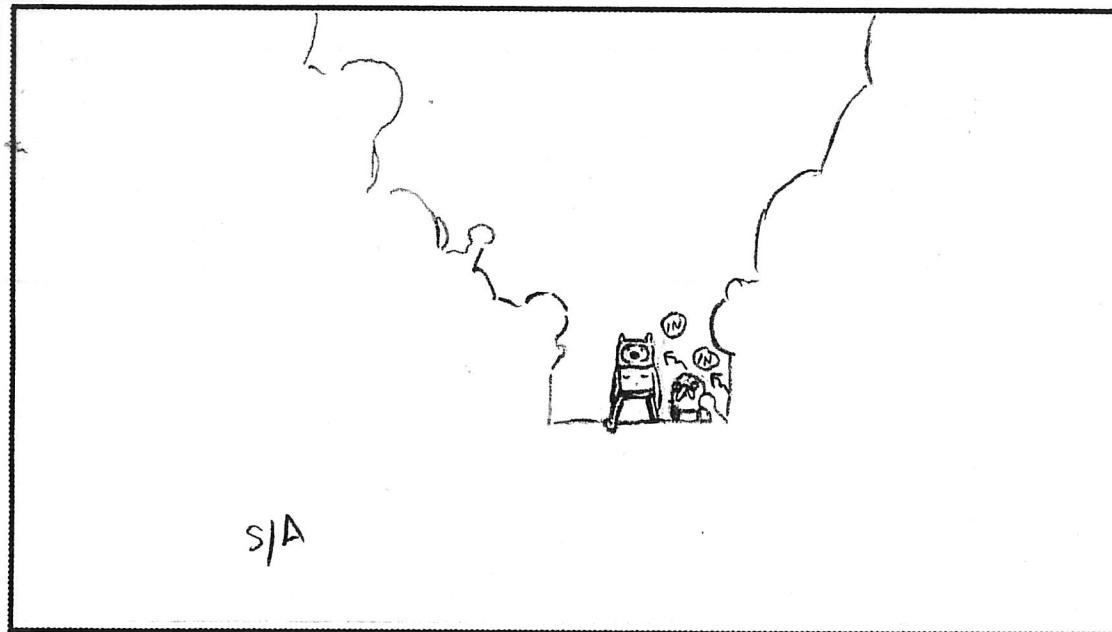
Sc. 55

Pnl. A

Bg.

day night

Page 88



Dialog:

(F): LA - ARD !

(F): LAA ~~~ AAAARRD →

Action:

- FINN AND JAKE WALK OVER HILL.

Timing:

1034-235

EPISODE #

Production:

# ADVENTURE TIME



Page 89

Sc. 55

Pnl. B

Bg.

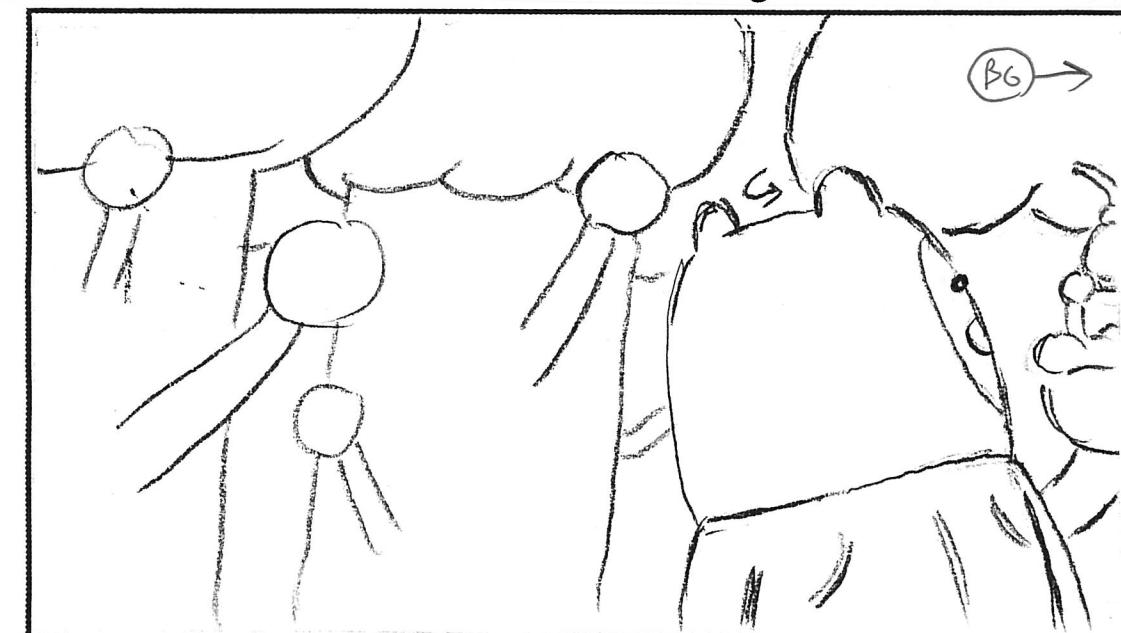
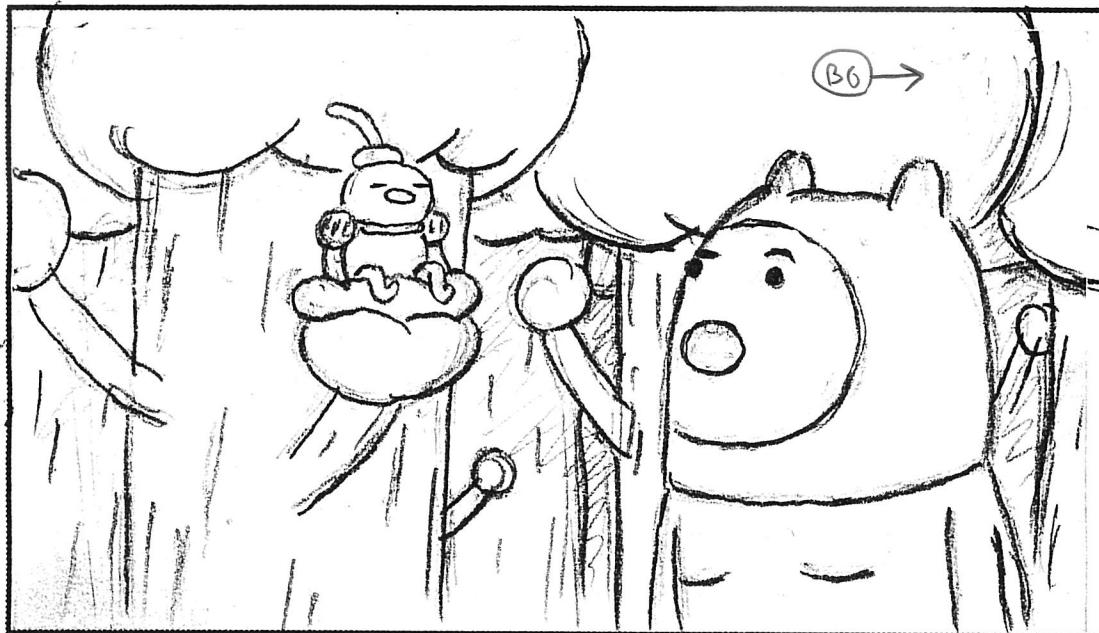
day night

Sc. 55

Pnl. C

Bg.

day night



**Dialog:**  
CHOOSE GOOSE: GUARD.  
HARD.  
WARD.  
BARD.  
F: LALALALA  
LAULALA  
LALALALA  
LALALALA

**Action:** WEIRD  
- CHOOSE GOOSE  
SITS IN TREE.

**Timing:**

F: LALALALA

- F. LOOKS BACK AS HE  
PASSES CHOOSE GOOSE.

EPISODE #

Production:

1034-235

# ADVENTURE TIME



Page 90

Sc. 56

Pnl. A

Bg.

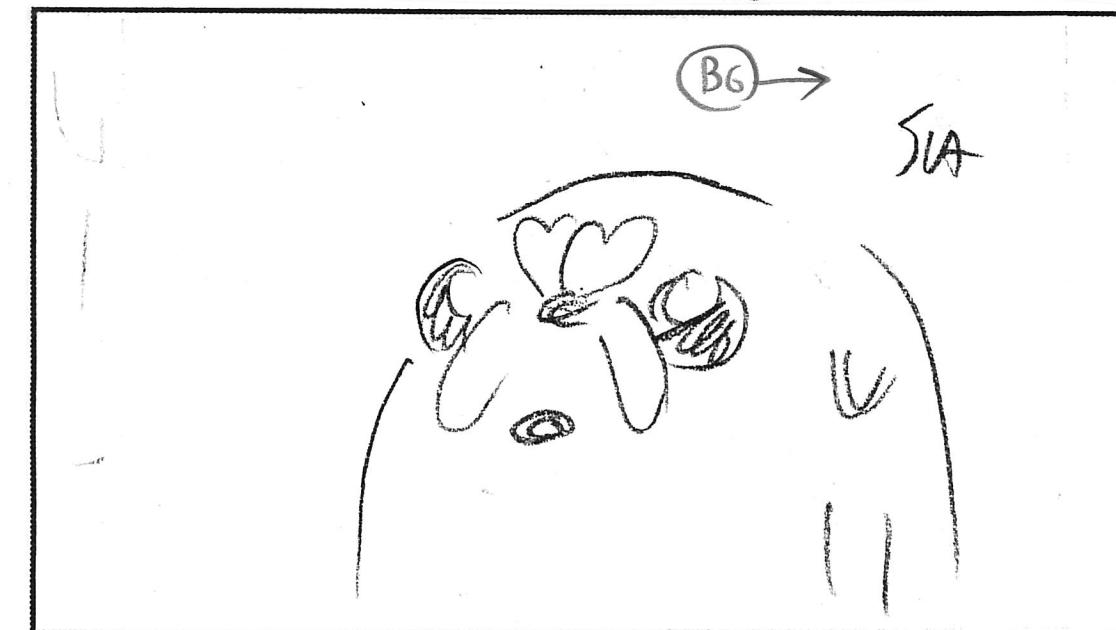
day night

Sc. 56

Pnl. B

Bg.

day night



Dialog:

① YOU ARE CRAZY.

② YOU ARE SOOO CRAZY.

Action:

-LADY- BUTTERFLY ON  
JAKE'S NOSE

[DIALOG FROM AT PILOT]

Timing:

1034-235

EPISODE #

Production:

# ADVENTURE TIME



Page 91

Sc. 57

Pnl. A

Bg.

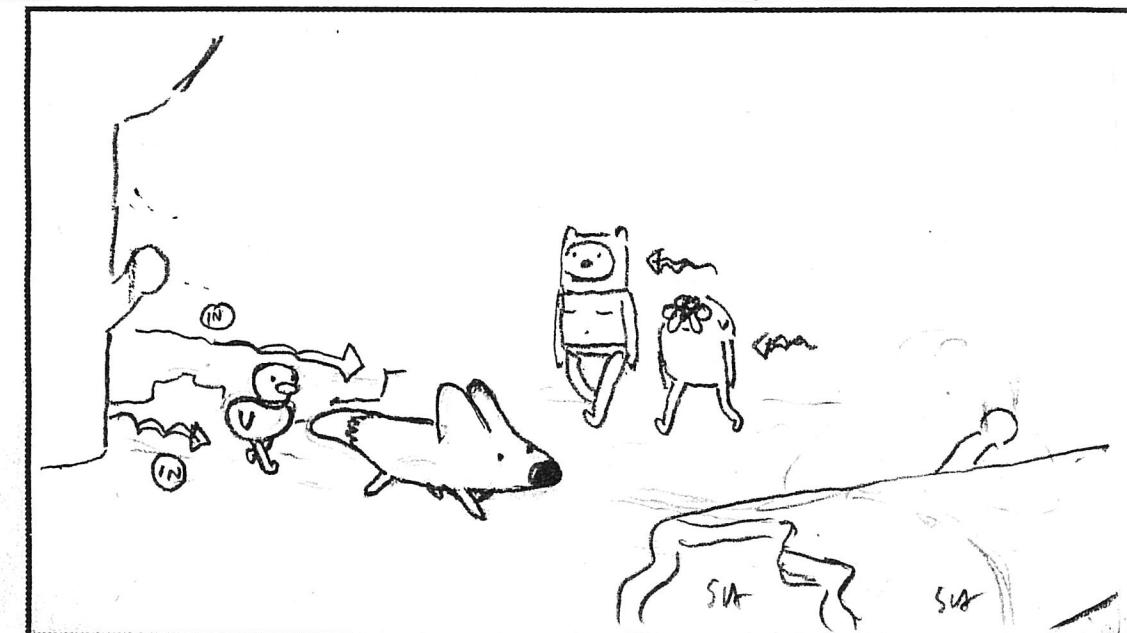
day night

Sc. 57

Pnl. B

Bg.

day night



Dialog:

(F) : EVERYTHING'S LIKE, WORKY HERE--  
IT'S FAMILIAR --

(F) : BUT WEIRD --

-WEIRD MR. FOX AND BOOBAFINA  
WALK ON/S.

Action:

Timing:

EPISODE #

Production:

1034-235

# ADVENTURE TIME



Page 92

Sc. 57

Pnl. C

Bg.

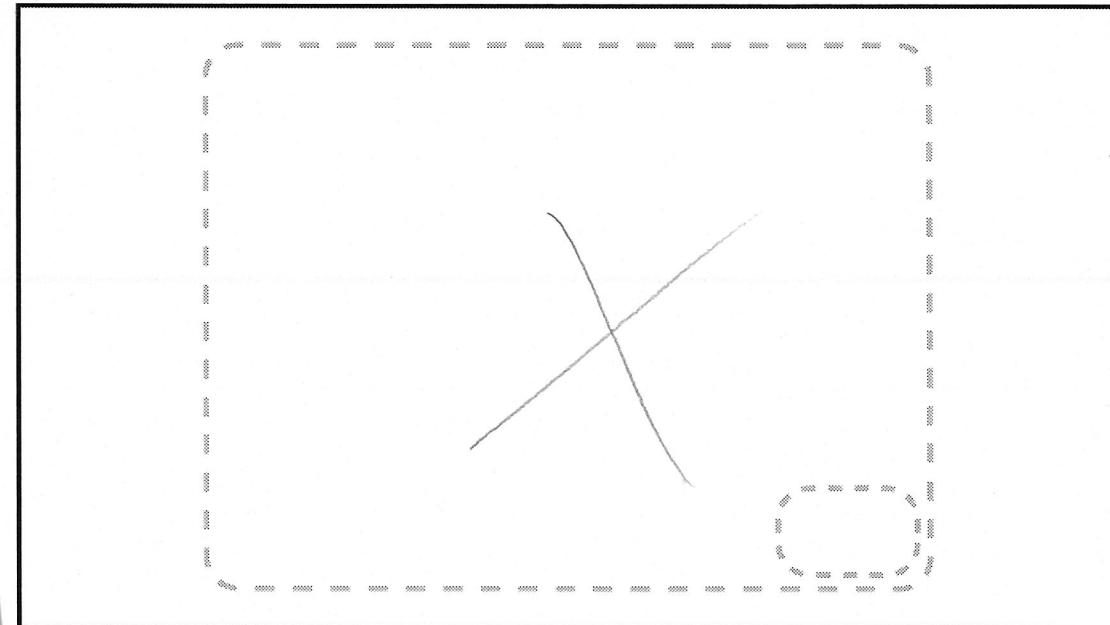
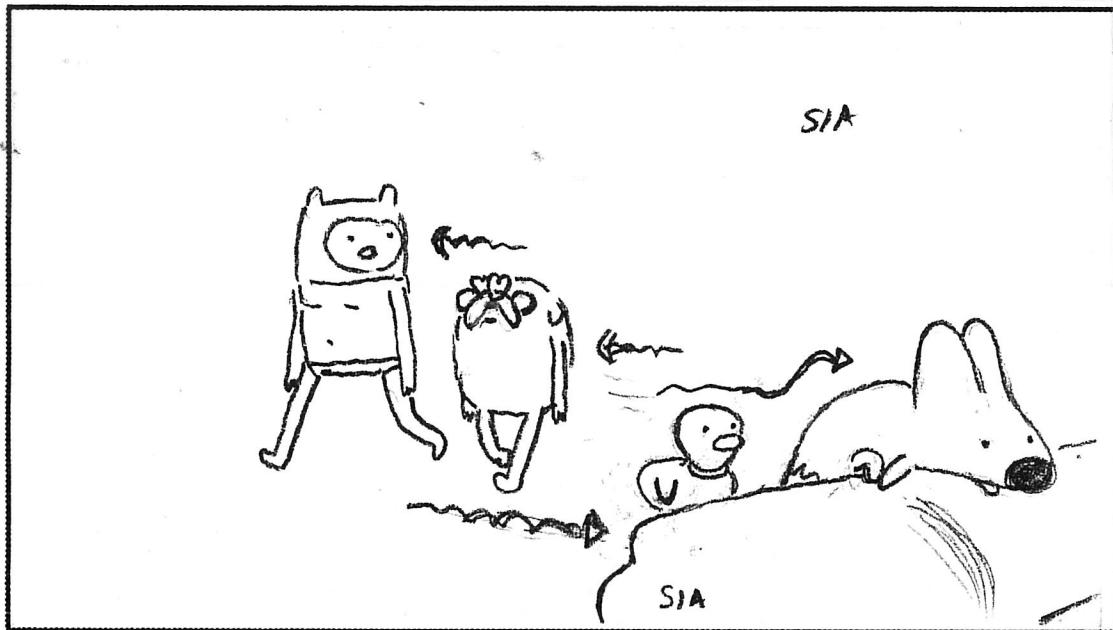
day night

Sc.

Pnl.

Bg.

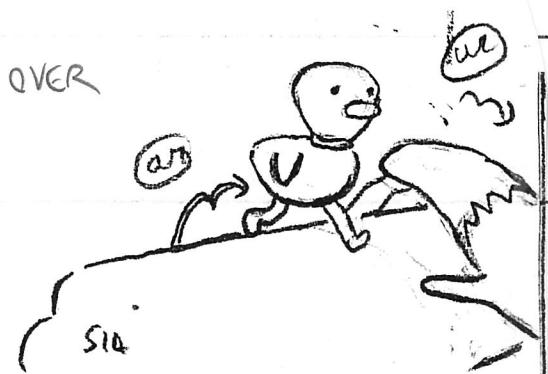
day night



Dialog:  
① = YET CUTE.

Action:  
- MR. F AND B. CLEMB OVER  
LOG AND OFF IS.

Timing:



Production:

EPISODE #

1034-235

# ADVENTURE TIME



Page 93

Sc. 58

Pnl. A

Bg.

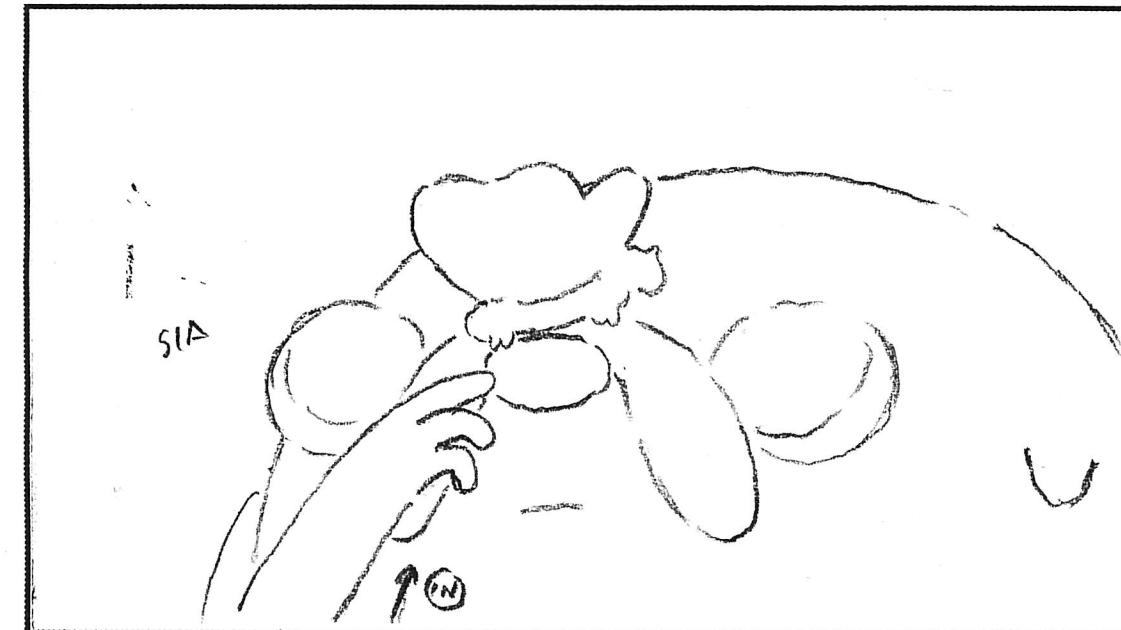
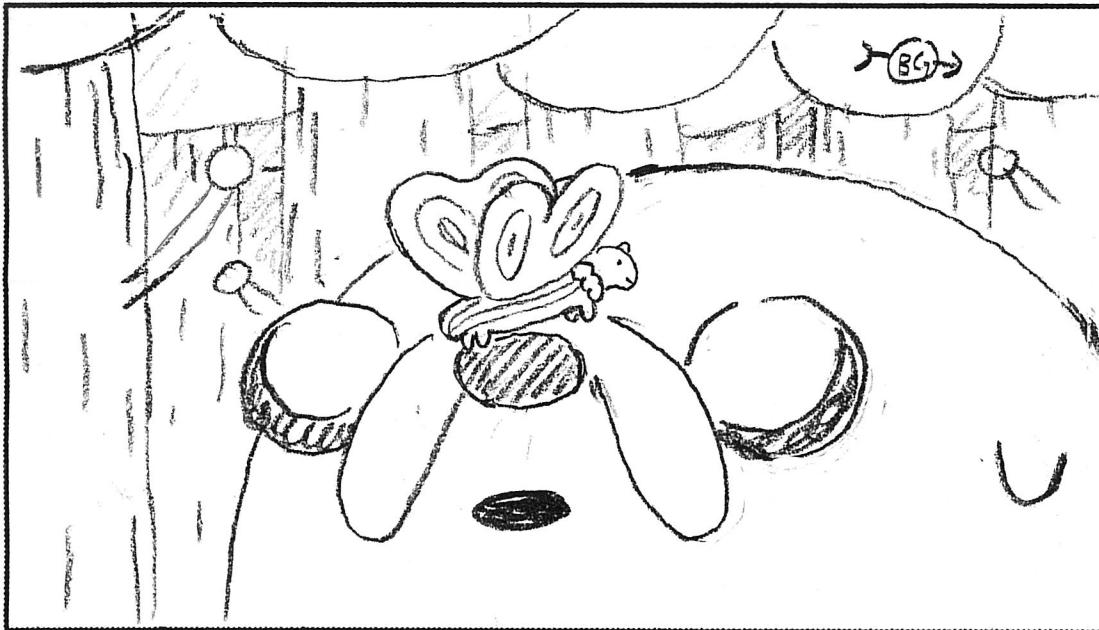
day night

Sc. 58

Pnl. B

Bg.

day night



Dialog:

J: I LIG IT.

Action:

- J CAREFULLY BRINGS HIS HEAD  
UP TO OUTERTY

Timing:

Production:

1034-235

EPISODE #

# ADVENTURE TIME



Page 94

Sc. 58

Pnl. C

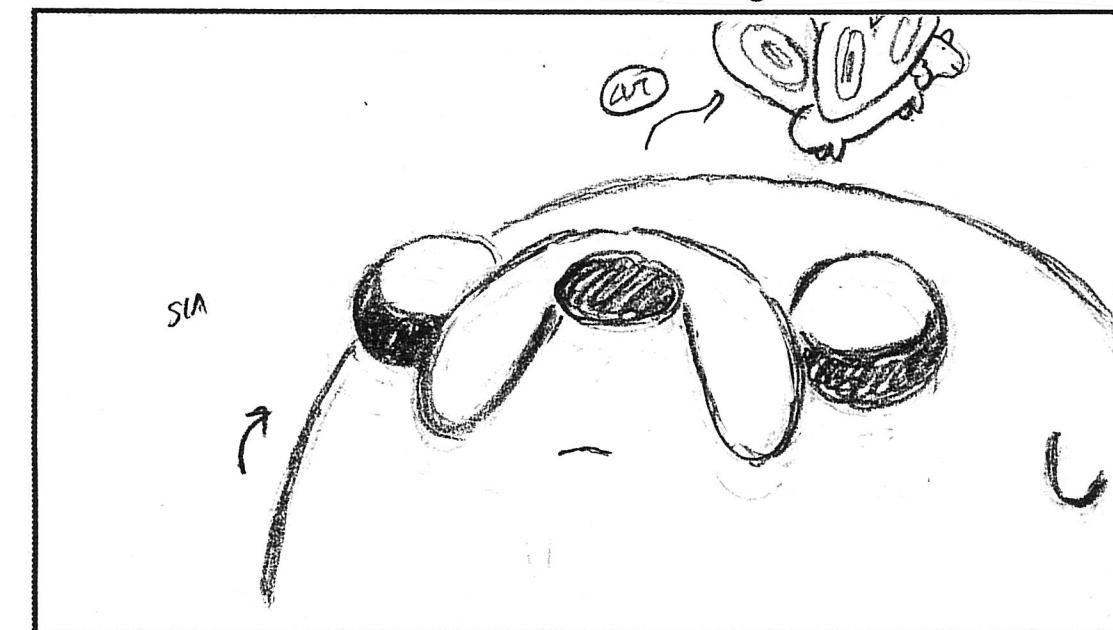
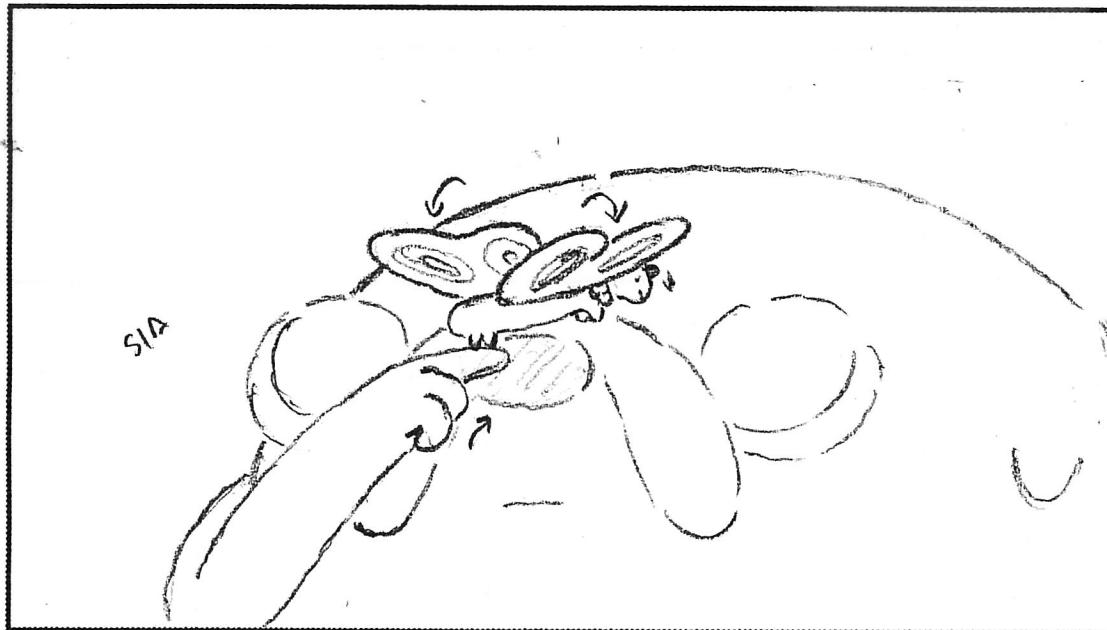
Bg.

day night Sc. 58

Pnl. D

Bg.

day night



Dialog:

Action: - J TOUCHES BUTTERFLY

- BUTTERFLY IMMEDIATELY FLEES OFF

Timing:

1034-235

EPISODE #

Production:

# ADVENTURE TIME



Page 95

Sc. 59

Pnl. A

Bg.

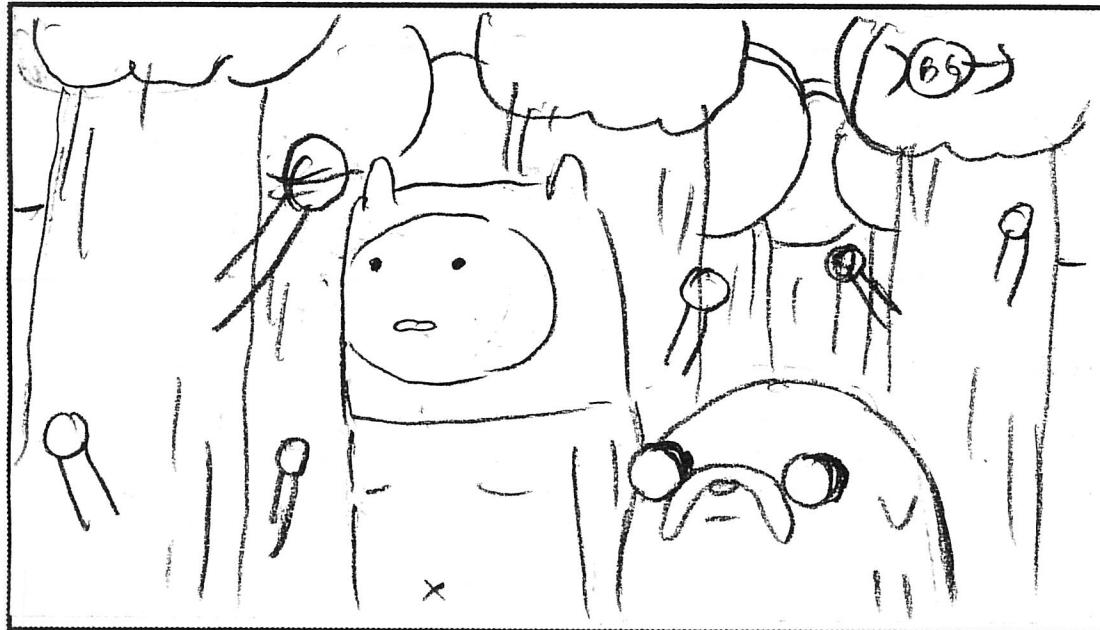
day night

Sc. 59

Pnl. B

Bg.

day night



Dialog:

(F): I DUNNO. KINDA MAKES ME  
FEEL... NAICED.

(F): (GASP)

Action:

Timing:

EPISODE #

Production:

1034-235

# ADVENTURE TIME



Page 96

Sc. 60

Pnl. A

Bg.

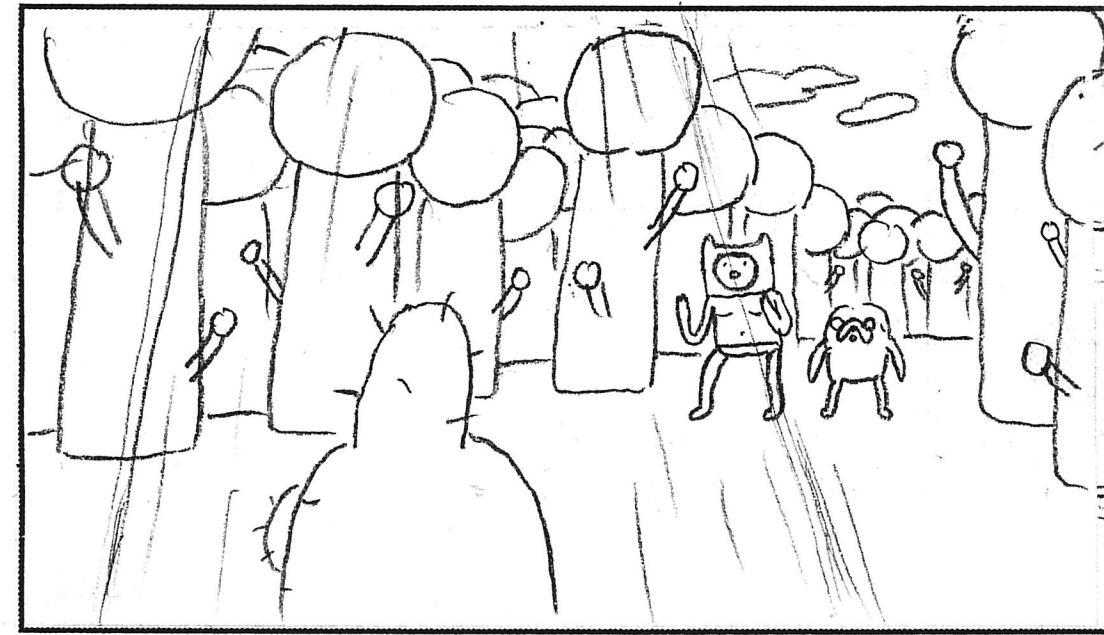
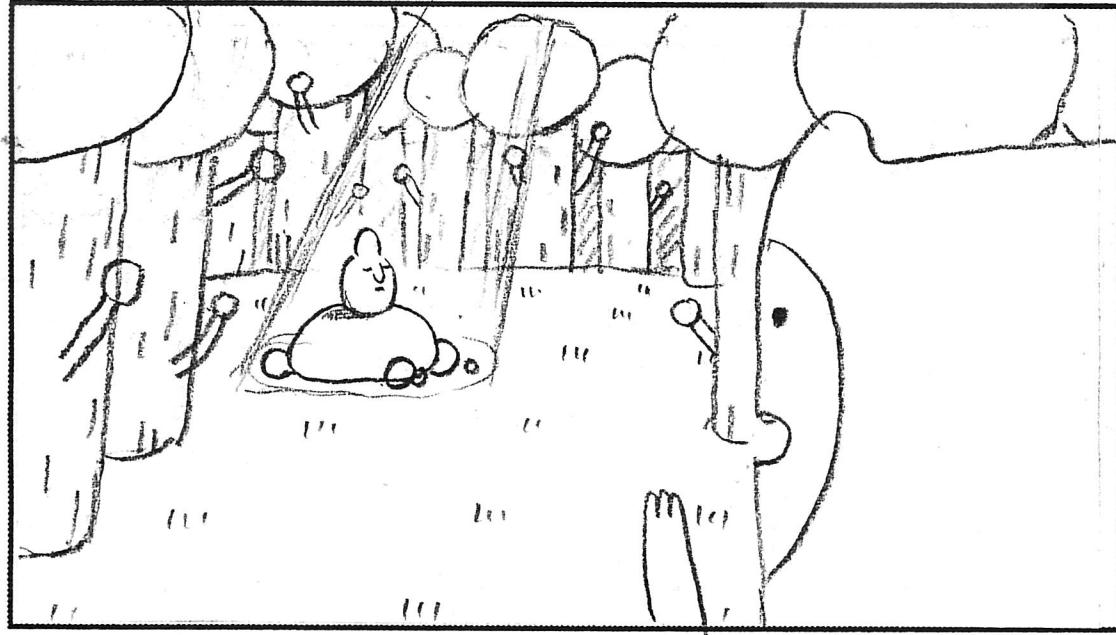
day night

Sc. 61

Pnl. A

Bg.

day night



Dialog:

(F) (ANGELIC VOICE)  
EA - LA - LA - LAAP

Action:

- F. SEES SEA LARD STANDING  
ON ROCK IN A BEAM  
OF LIGHT.

Timing:

- SEA LARD TURNS  
ITS HEAD.

EPISODE #

1034-235

# ADVENTURE TIME



Page 97

Sc. b1

Pnl. B

Bg.

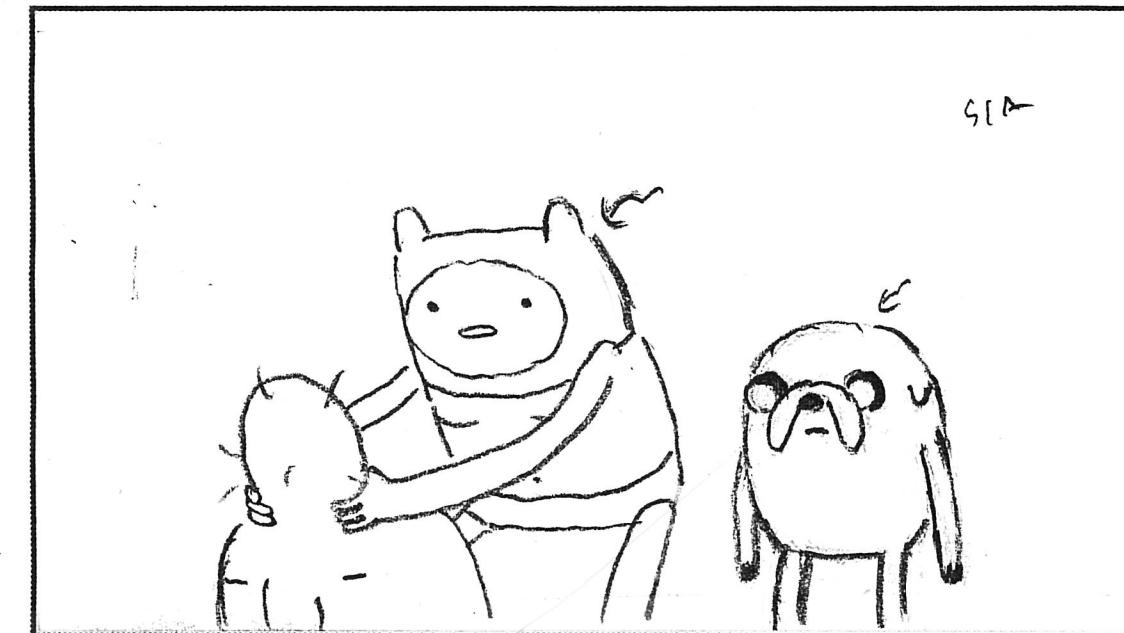
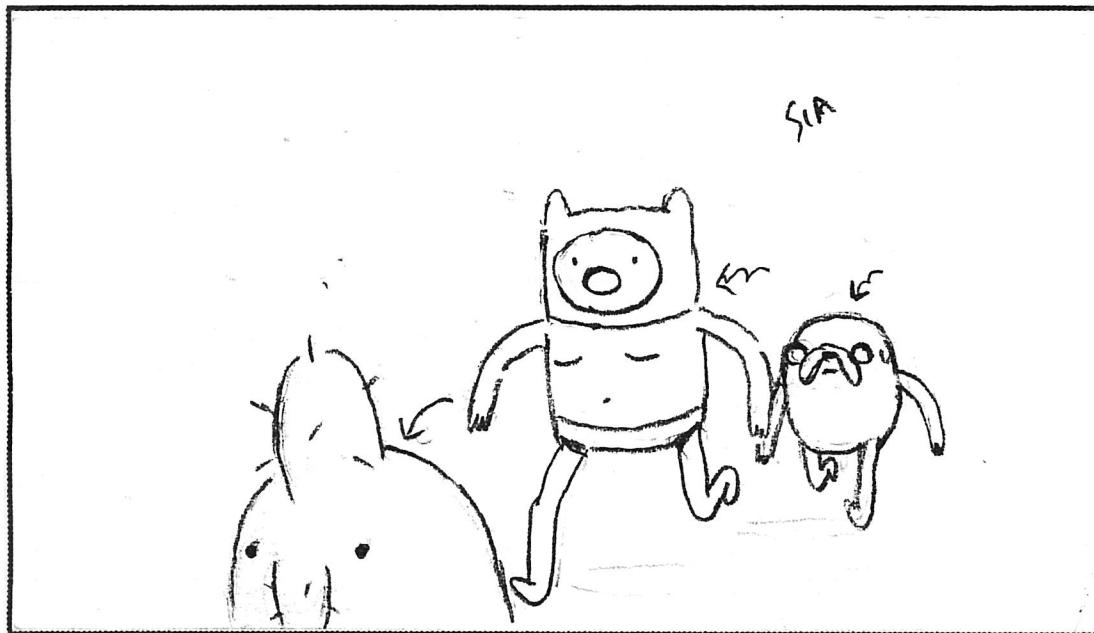
day night

Sc. c1

Pnl. C

Bg.

day night



## Dialog:

## Action:

- FTJ RUN FORWARD
- SEA LARD TURNS AWAY
- F. PICKS UP SEA LARD.

## Timing:

Production:

1034-235

EPISODE #

# ADVENTURE TIME



Page 98

Sc. 61

Pnl. D

Bg.

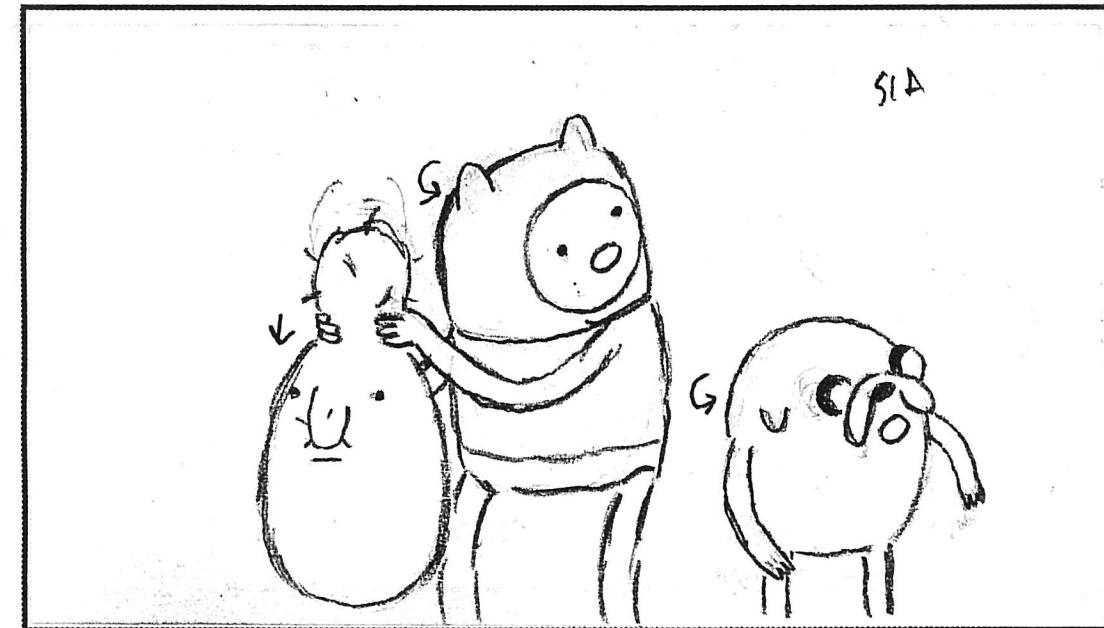
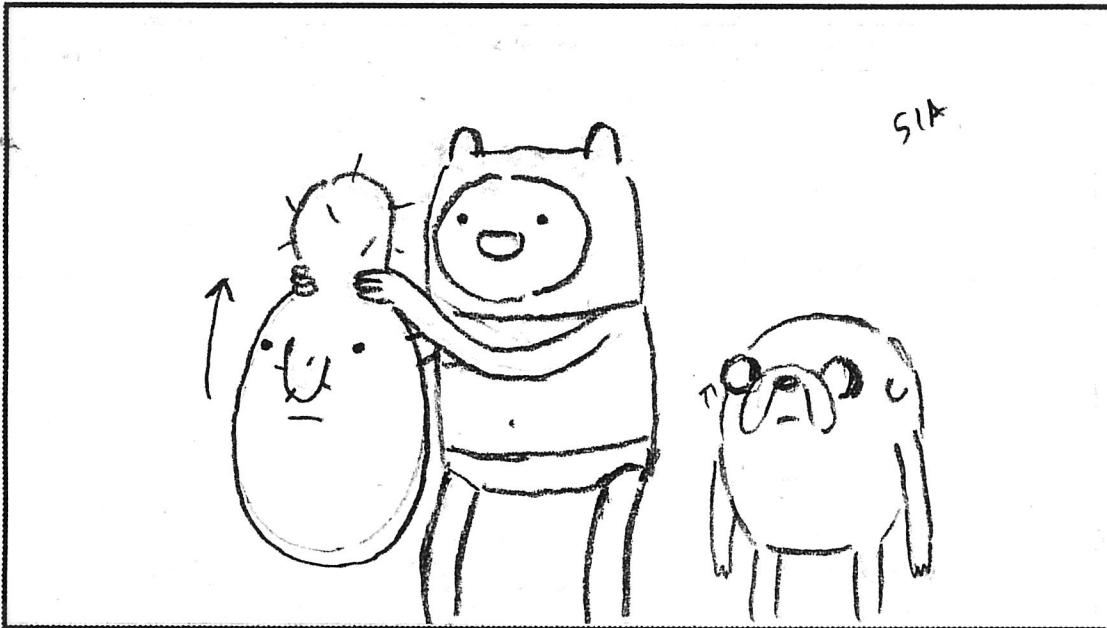
day night

Sc. 61

Pnl. E

Bg.

day night



<p><b>Dialog</b></p> <p>(F) FINALLY, WE CAN TAKE YOU HOME.</p>	<p><u>FLOWER MARCY:</u> (MARceline voice) HUMMING</p>	<p>(F)+(G) HU → UH?</p>
<p><b>Action:</b></p>		<p>-FTS TURN.</p>
<p><b>Timing:</b></p>		

# ADVENTURE TIME



Page 99

Sc. 62

Pnl. A

Bg.

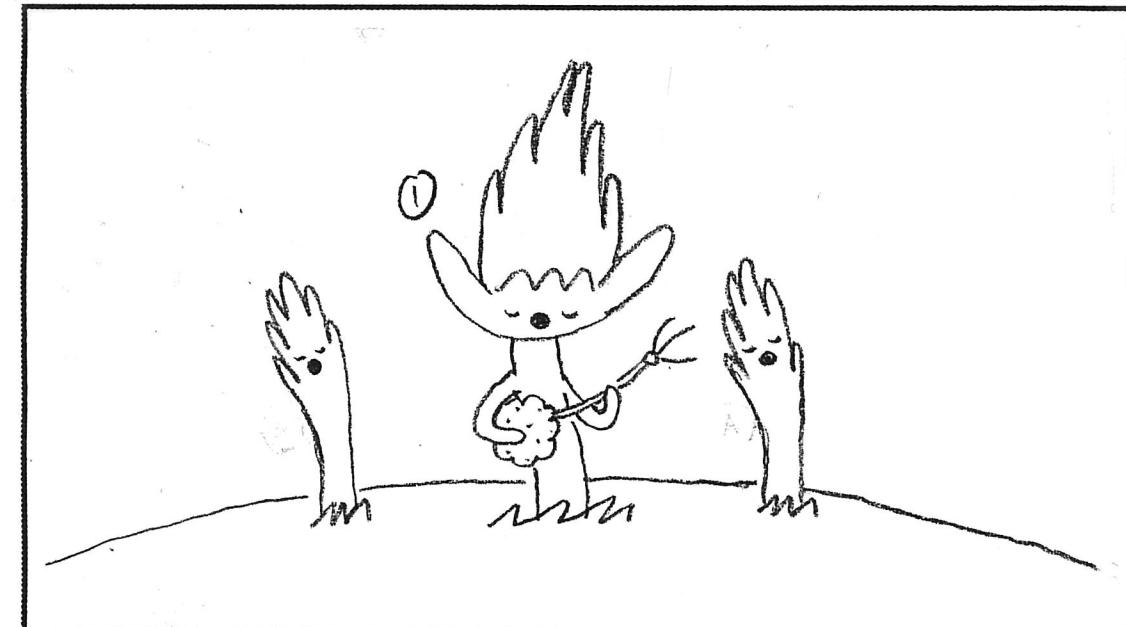
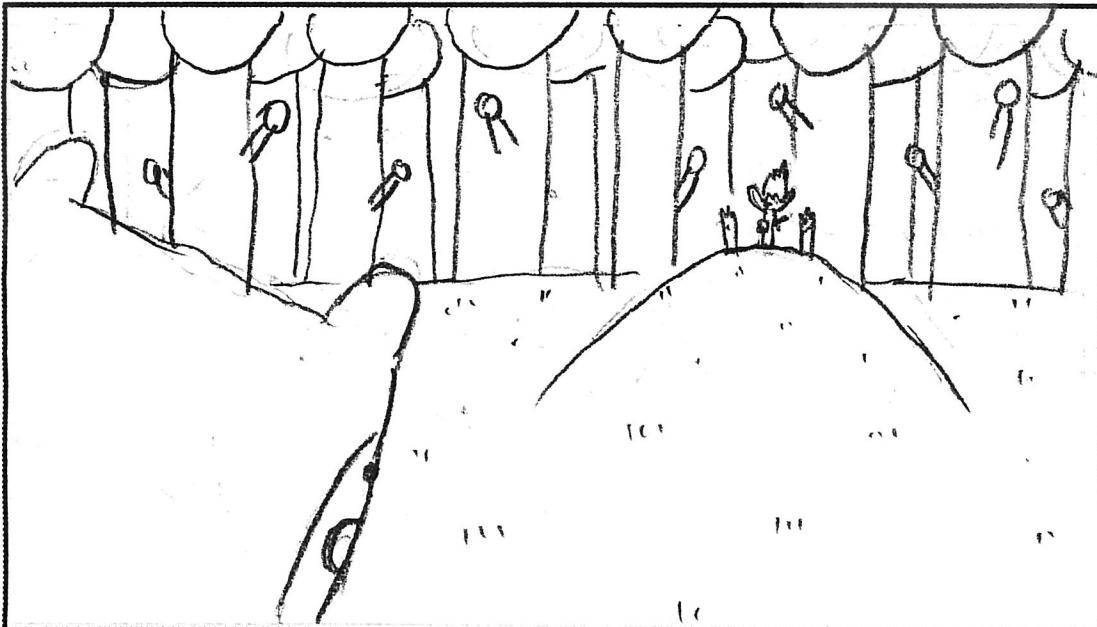
day night

Sc. 63

Pnl. A

Bg.

day night



Dialog:

FLOWER  
MARCY: A ONE AND A TWO...

① ② RATHER  
FLOWER  
MARCY: BE ANYTHING  
BACKUP  
SINGERS: (NO LYRICS) ③

Action:

- MARCY FLOWERS  
- SWAYING HER  
HEAD

- FM DIPS FORWARD/STRUMS BANJO  
- BSS SWAY TO THE SIDE GUITAR  
(THEY SWAY BACK + FORTH  
(AT CONSTANT RHYTHM  
THRU SCENT)

① ②  
- SPORES BREAK  
OFF WHEN  
STRUMMED,  
DISSIPATE

Timing:

NOTE: ANIM. SHOULD CUSHION  
INTO POSES / BE FLOWY



EPISODE #

1034-235

# ADVENTURE TIME



Page 100

Sc. 63

Pnl. B

Bg.

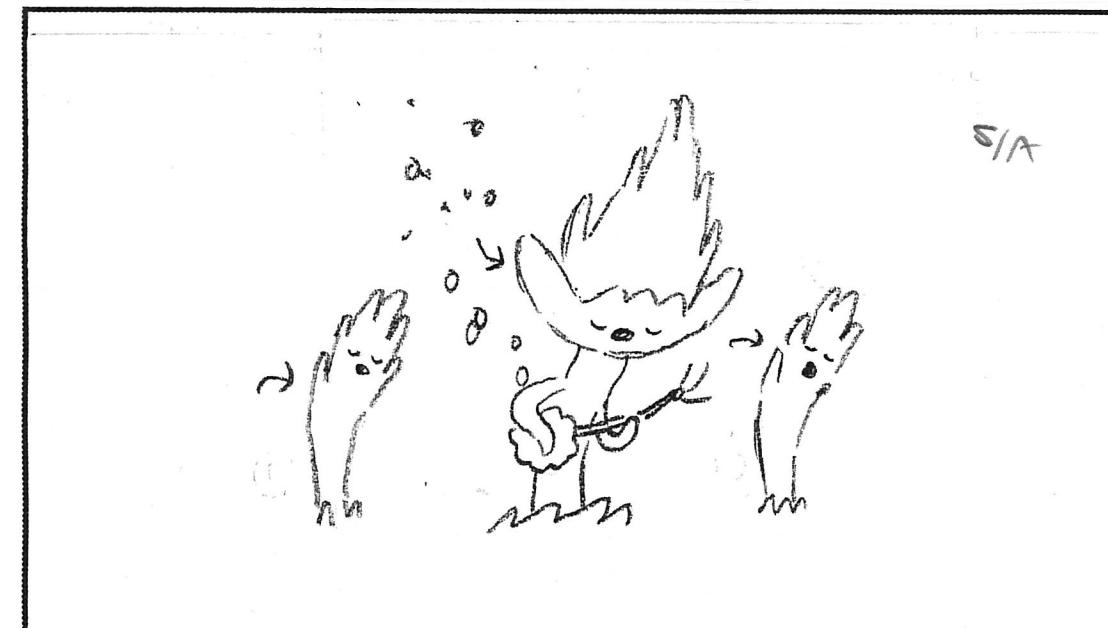
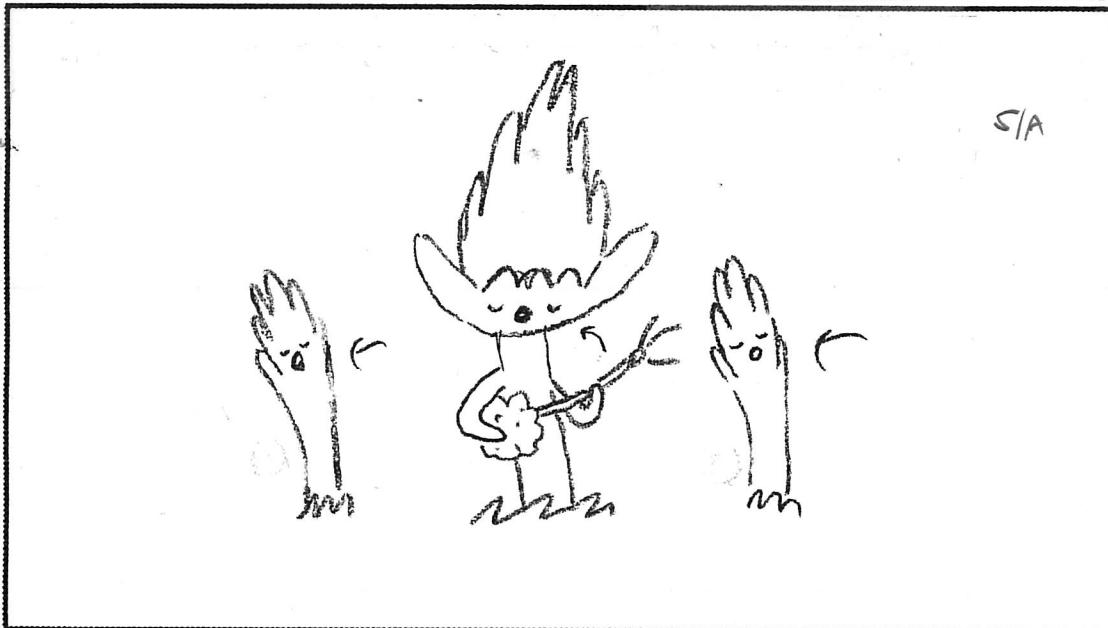
day night

Sc. 63

Pnl. C

Bg.

day night



Dialog:

(FM): BUT ME.

① A LEAF ON A ②

Action:

- FM PULLS BACK
- FM ANIMUS STRUM



(FM)

TREE...  
A BUG OR A --

Timing:

- FM DIPS FORWARD/STRUMS
- SPORES FLY UP/DISSOLVE

Production:

1034-235

EPISODE #

# ADVENTURE TIME



Page 101

Sc. 63

Pnl. D

Bg.

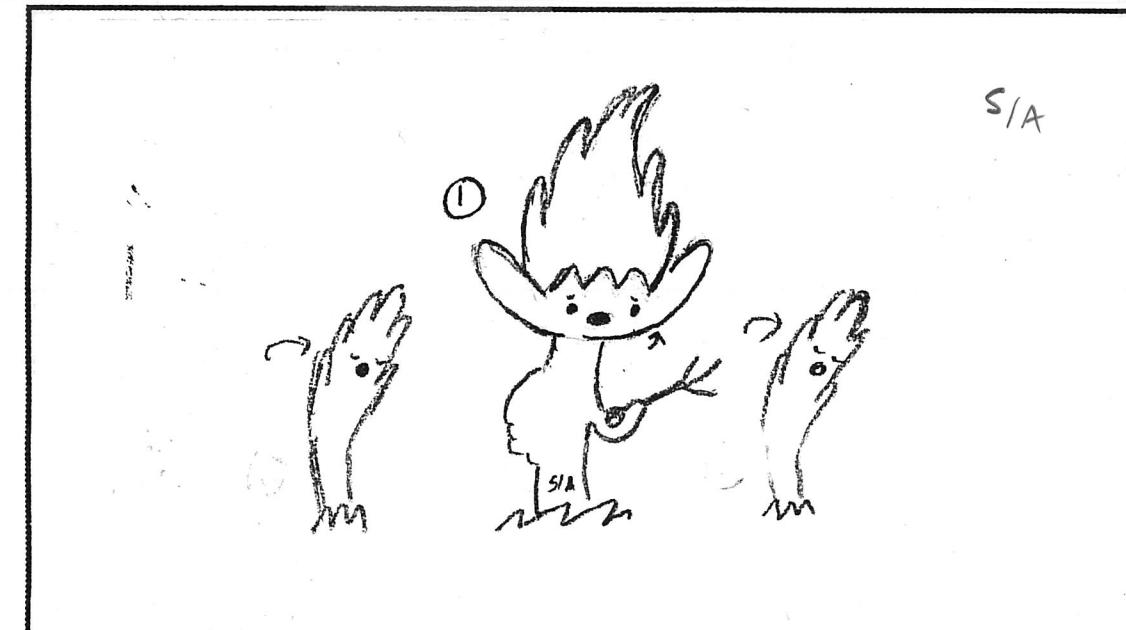
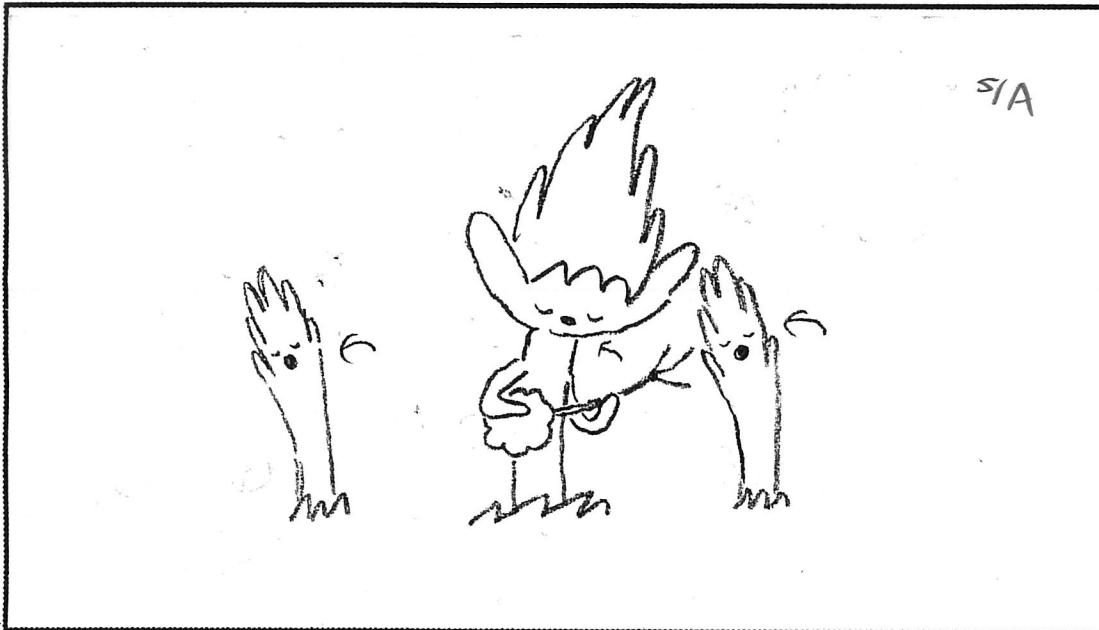
day night

Sc. 63

Pnl. E

Bg.

day night



EPISODE #

1034-235

Dialog:

(FM) : BEE ..

(FM) : <sup>①</sup> I JUST WANNA  
SEE THE <sup>②</sup>

Action:

- FM PULS BACK

- FM OPENS EYES  
- FM ANTICS GUITAR STRUM

Timing:



# ADVENTURE TIME



Page 102

Sc. 63

Pnl. F

Bg.

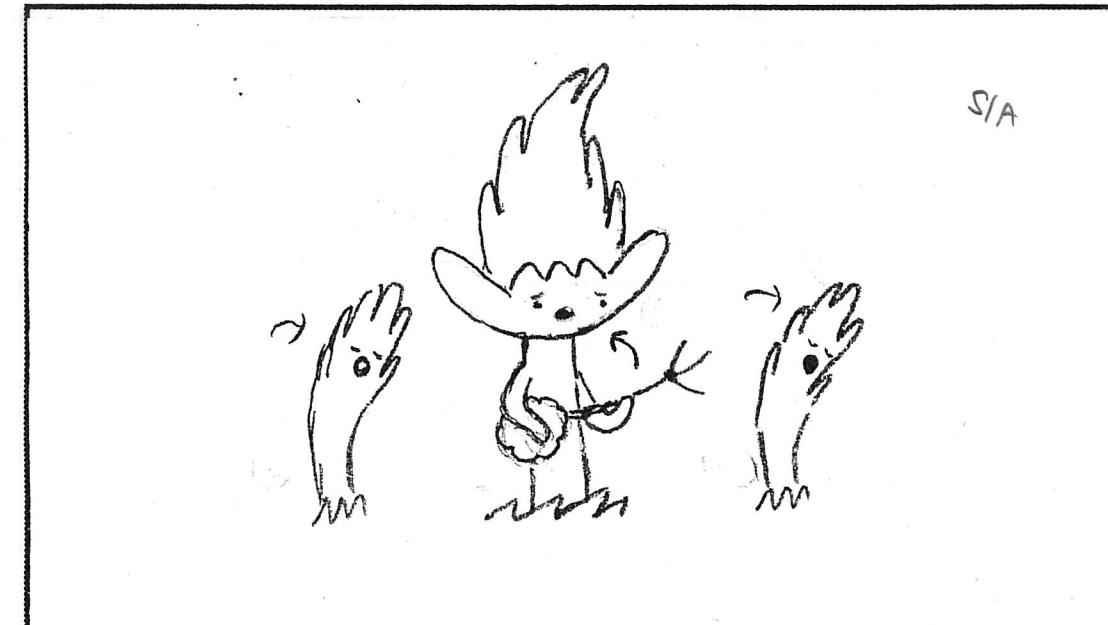
day night

Sc. 63

Pnl. G

Bg.

day night



Dialog:

(FM): SEA

I WANNA BE --

(FM): FREE FROM THIS

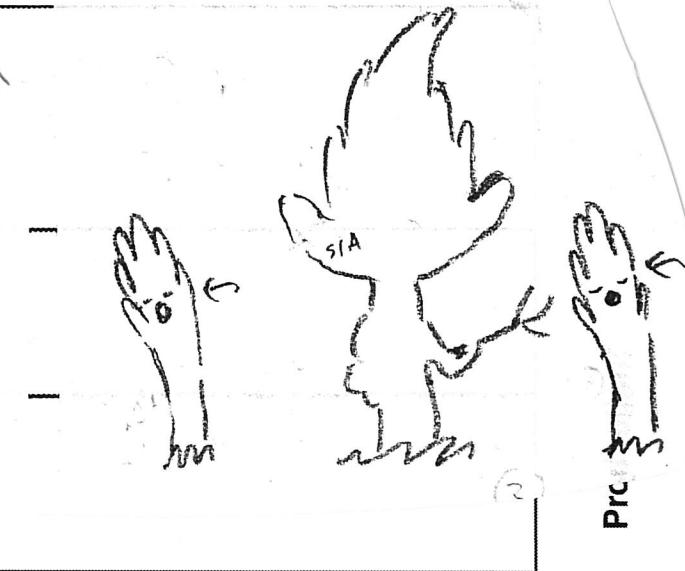
BO - BO

Action:

- FM BENDS FORWARD SLIGHTLY/STRUMS
- SPORES BREAK OFF / DISSIPATE

- FM PULLS BACK

Timing:



1034-235

EPISODE #

# ADVENTURE TIME



Page 103

Sc. 63

Pnl. H

Bg.

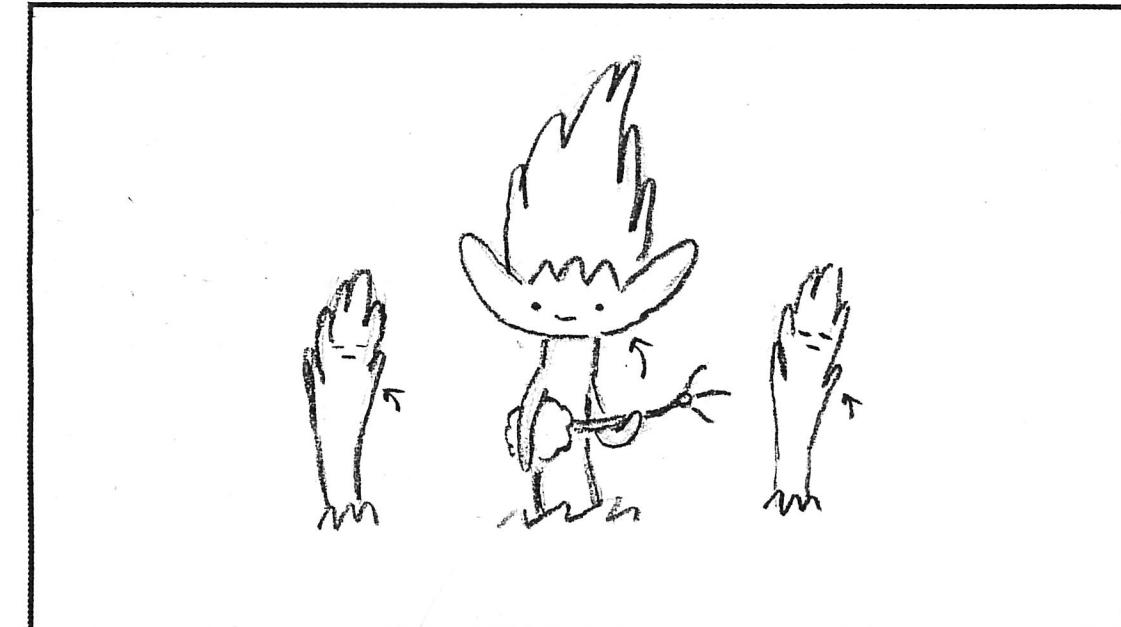
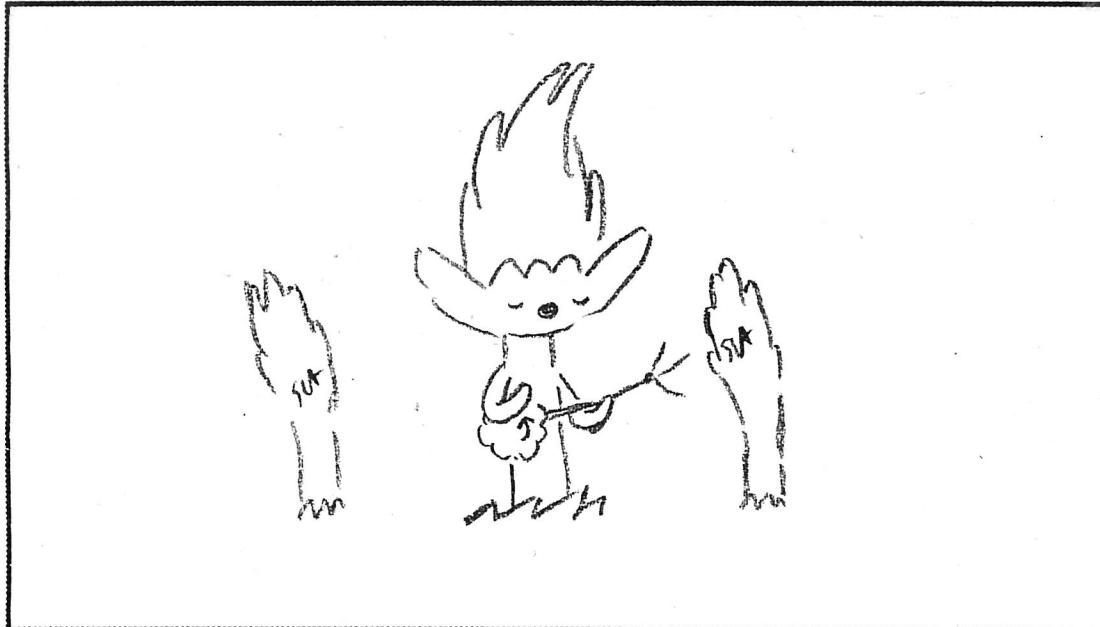
day night

Sc. 63

Pnl. I

Bg.

day night



Dialog:

(FM): 1 THIS, FLOWER

2 BODY.

Action:

- FM ANTICS SPERM
- FM SPERMS
- SPORES BREEK OFF
- DISSIPATE

Timing:



Production:

EPISODE #

1034-235

# ADVENTURE TIME



Sc. 64

Pnl. A

Bg.

day night

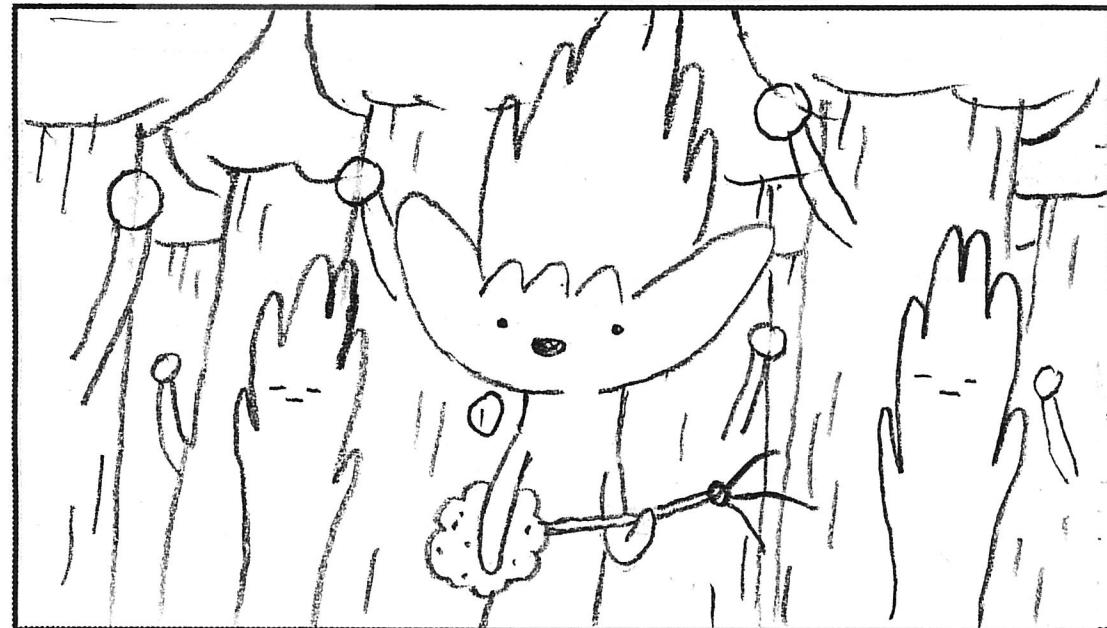
Sc. 65

Pnl. A

Bg.

day night

Page 104



Dialog:

(F): PLEASE DON'T CHANGE, YOU'RE PERFECT  
(1) THE WAY YOU ARE —  
(G): I LOVE YOU  
(2)

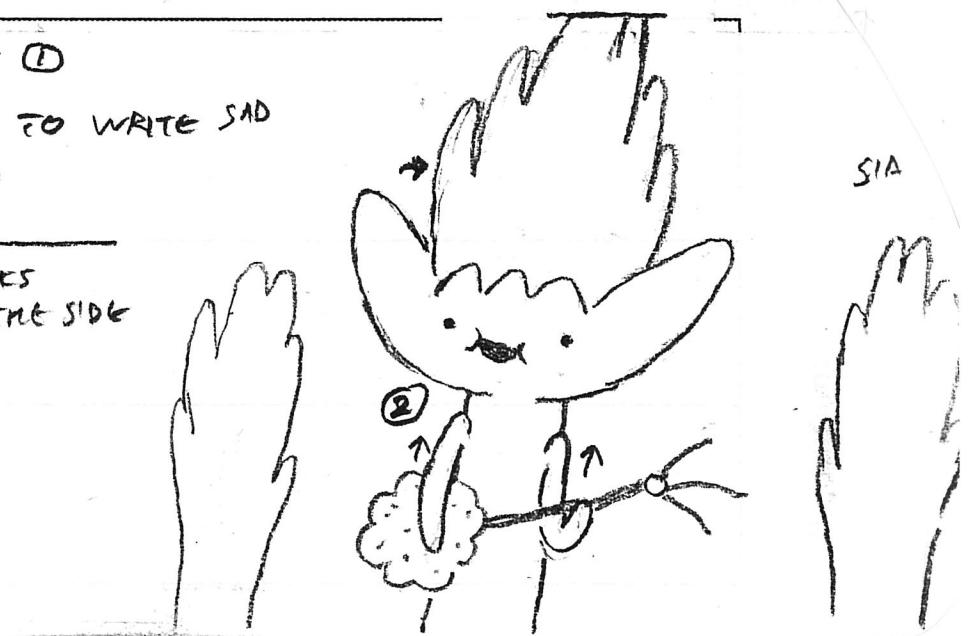
(MF): OH, I KNOW (1)  
I JUST LIKE TO WRITE SAD  
SONGS - (2)

Action:



- M SHRUGS / COCKS  
HER HEAD TO THE SIDE  
SLIGHTLY

Timing:



1034-235

EPISODE #

# ADVENTURE TIME



Page 105

Sc. 66

Pnl. A

Bg.

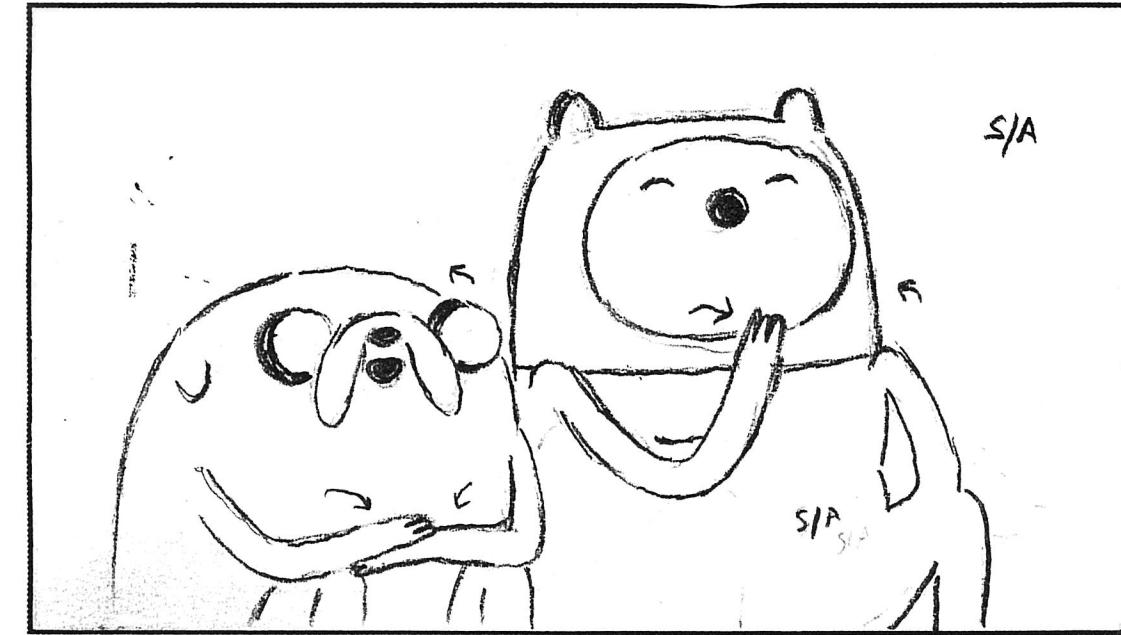
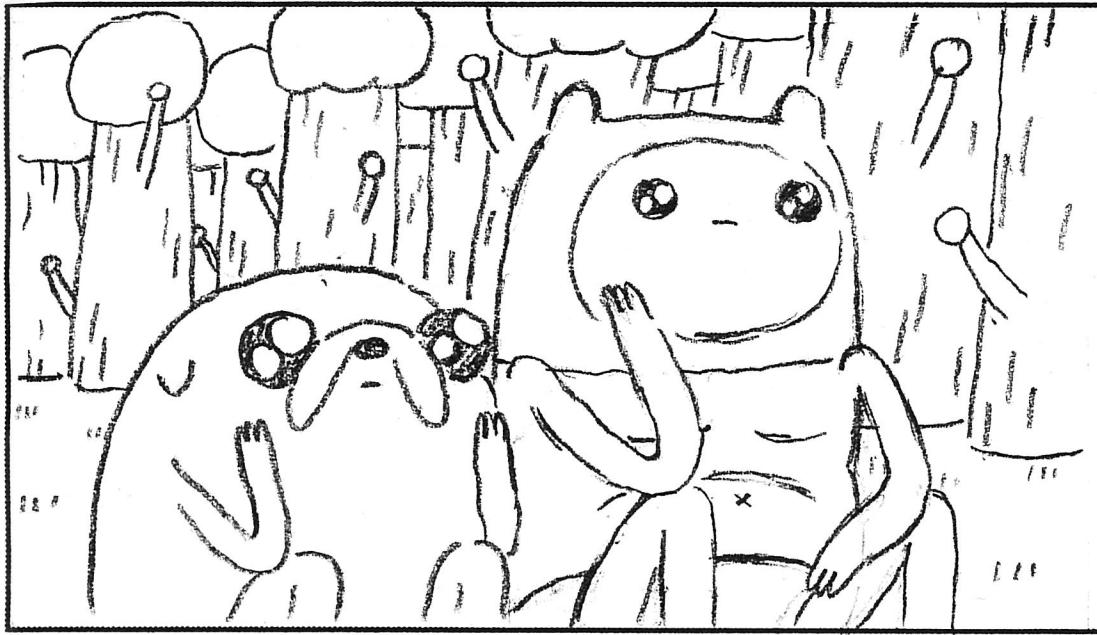
day night

Sc. 66e

Pnl. B

Bg.

day night



Dialog:

(F/J) = 0000 HH

Action:

Timing:

Production:

1034-235

EPISODE #

# ADVENTURE TIME



Page 106

Sc. 66

Pnl. C

Bg.

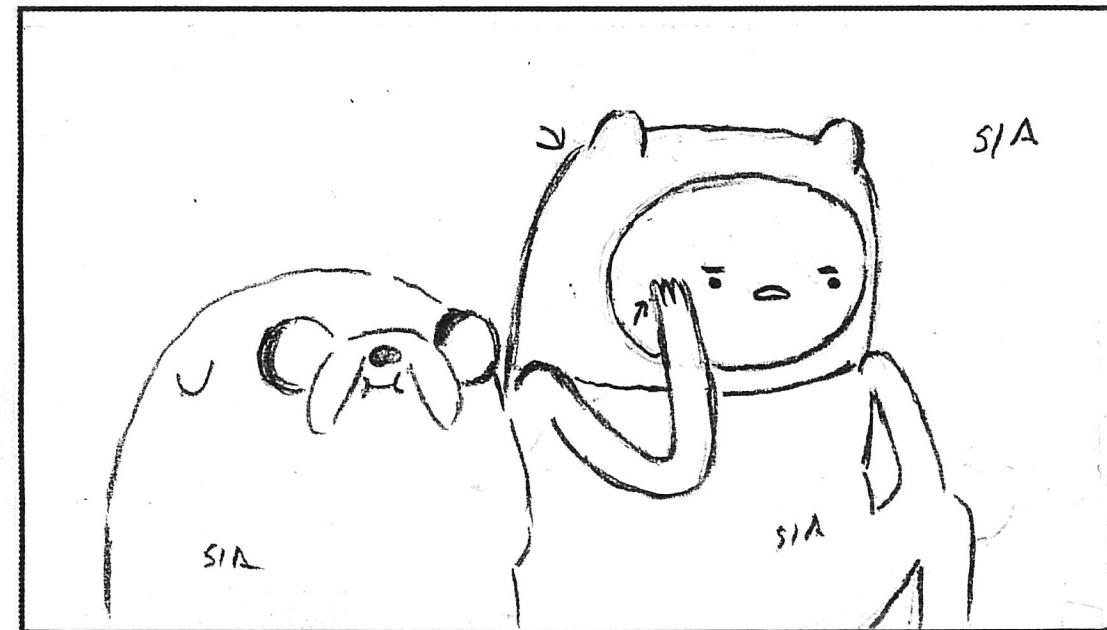
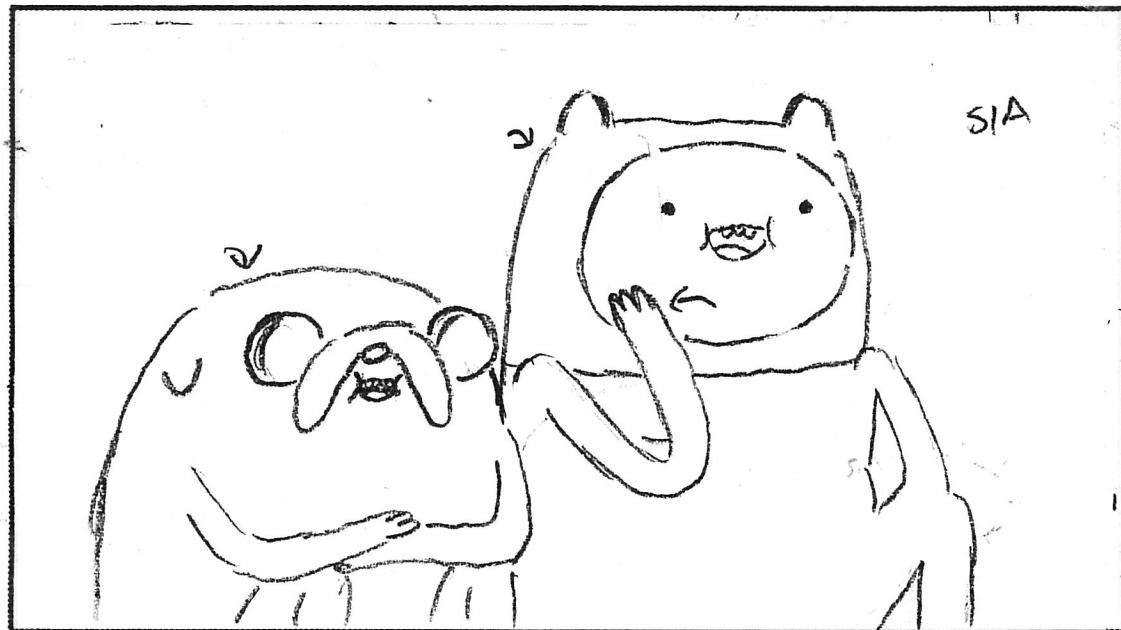
day night

Sc. 66

Pnl. D

Bg.

day night



Dialog:

⑤⑩ : HA HAHA

⑦ : WAIT ...

Action:

Timing:

Production:

EPISODE # 1034-235

# ADVENTURE TIME



Page 107

Sc. 66

Pnl. E

Bg.

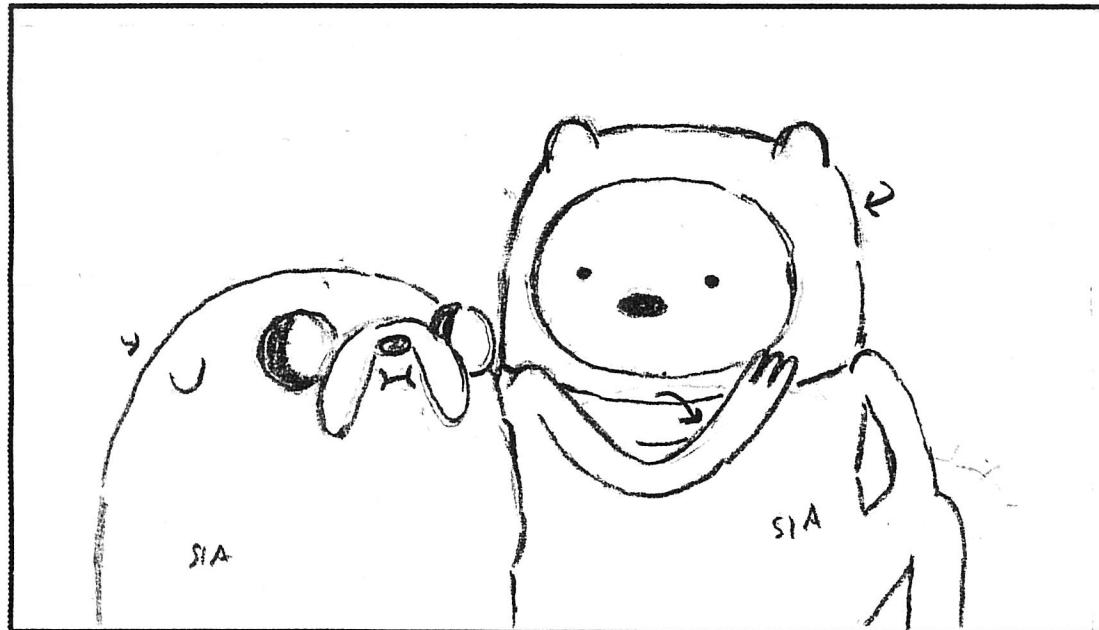
day night

Sc. 66

Pnl. F

Bg.

day night



EPISODE #

1034-235

Production:

Dialog:

F: HEY JAKE  
WHAT WERE WE  
JUST DOING...

MP: <sup>(OFFS)</sup> CHASING THE  
FISH →

- FLOWER MARCY SINGS ANSWER

Action:

Timing:

# ADVENTURE TIME



Page 108

Sc. 67

Pnl. A

Bg.

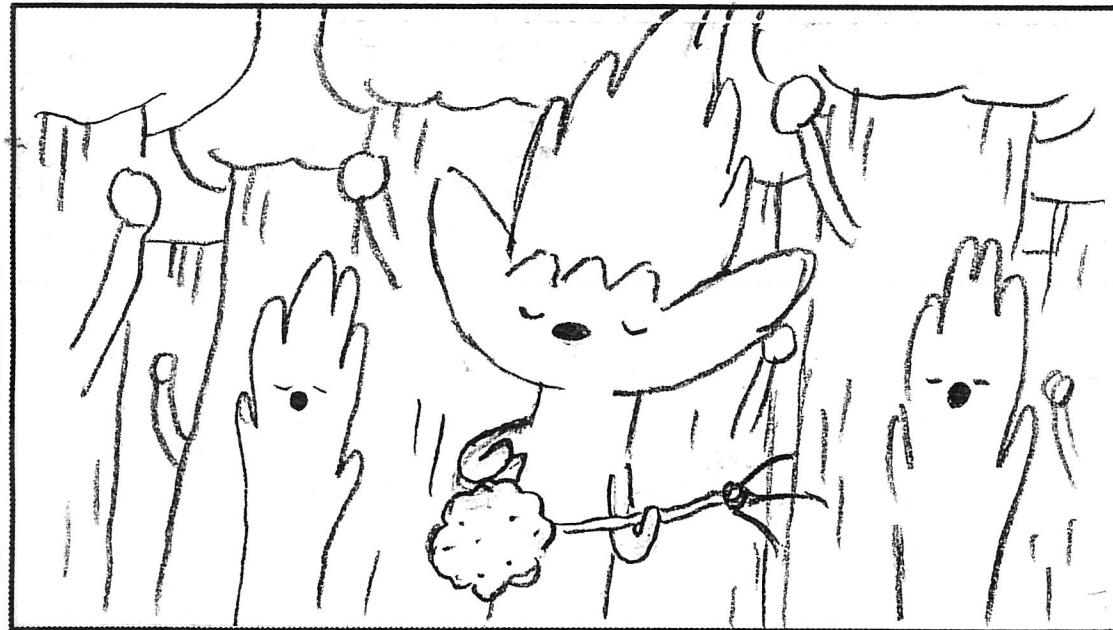
day night

Sc. 67

Pnl. B

Bg.

day night



Dialog:

(MF) ↗ CHASING THE FISH ... ↘  
BACK UP SINGERS: ↗ \_\_\_\_\_

(MF) ↗ AND IT'S  
GETTING AWAY ↘

- FM STRUMS GUITAR.

Action:

Timing:

1034-235

EPISODE #

Production:

# ADVENTURE TIME



Page 109

Sc. 67

Pnl. C

Bg.

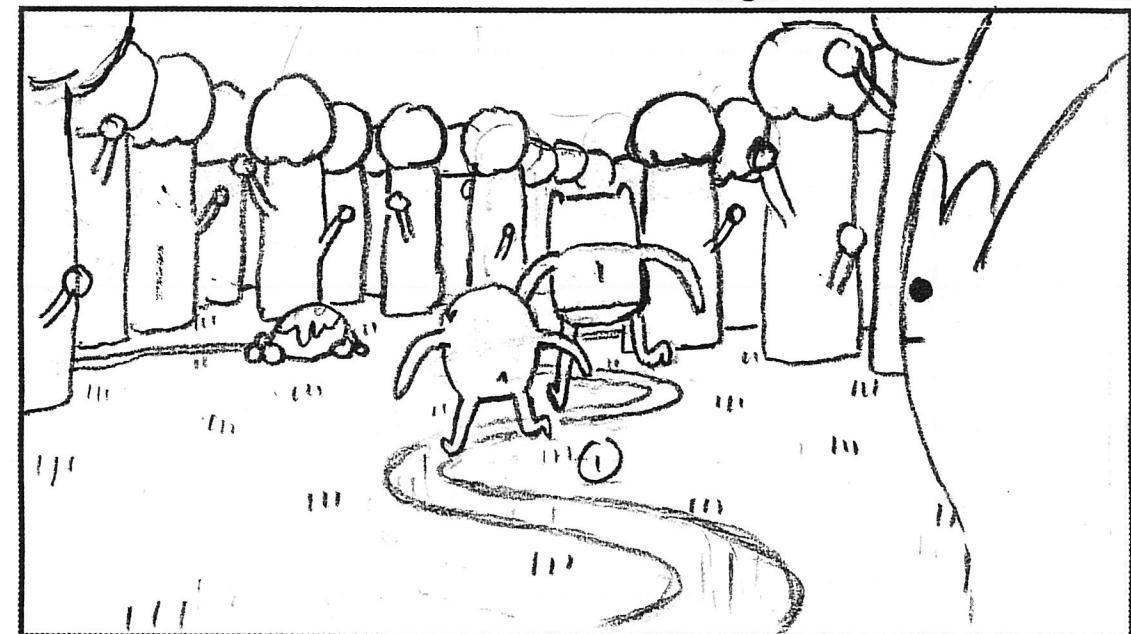
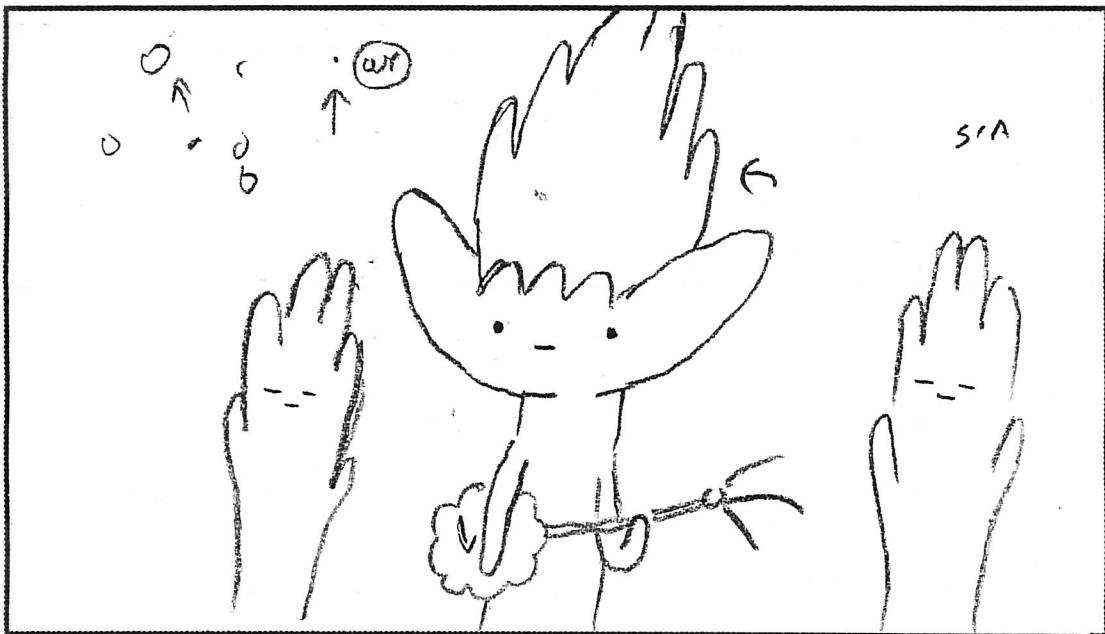
day night

Sc. 68

Pnl. A

Bg.

day night



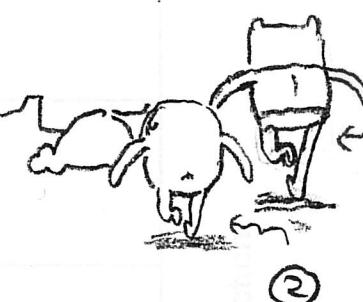
Dialog:

(F): (OFF (S))  
GET THAT CARO!

Action:

- F + J CHASE SLIME TRAIL

Timing:



1034-235

EPISODE #

# ADVENTURE TIME



Page 110

Sc. 68

Pnl. B

Bg.

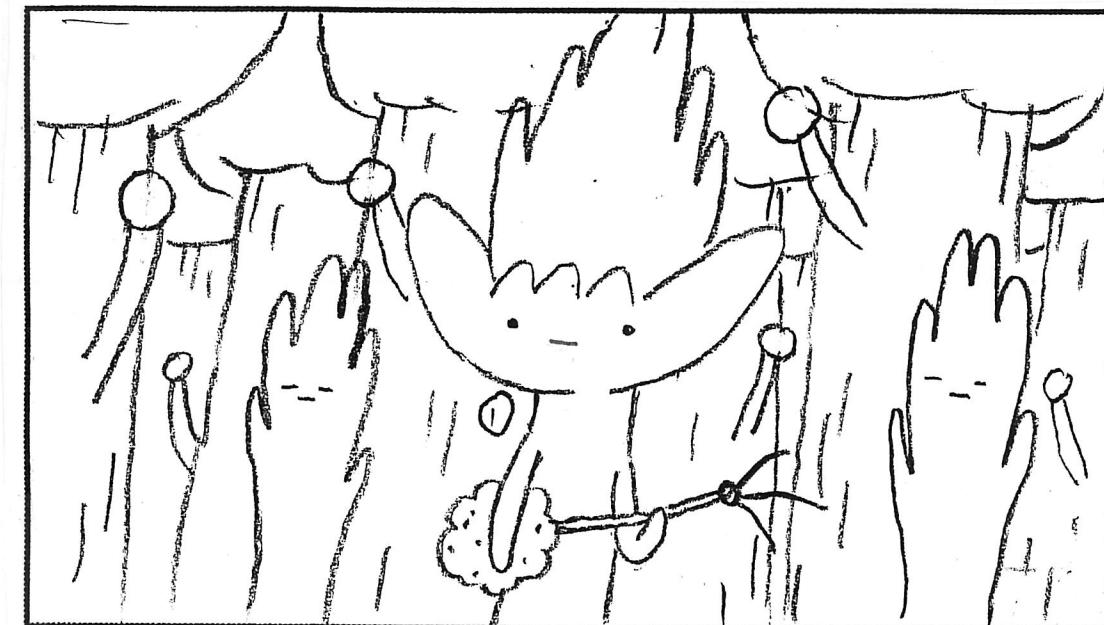
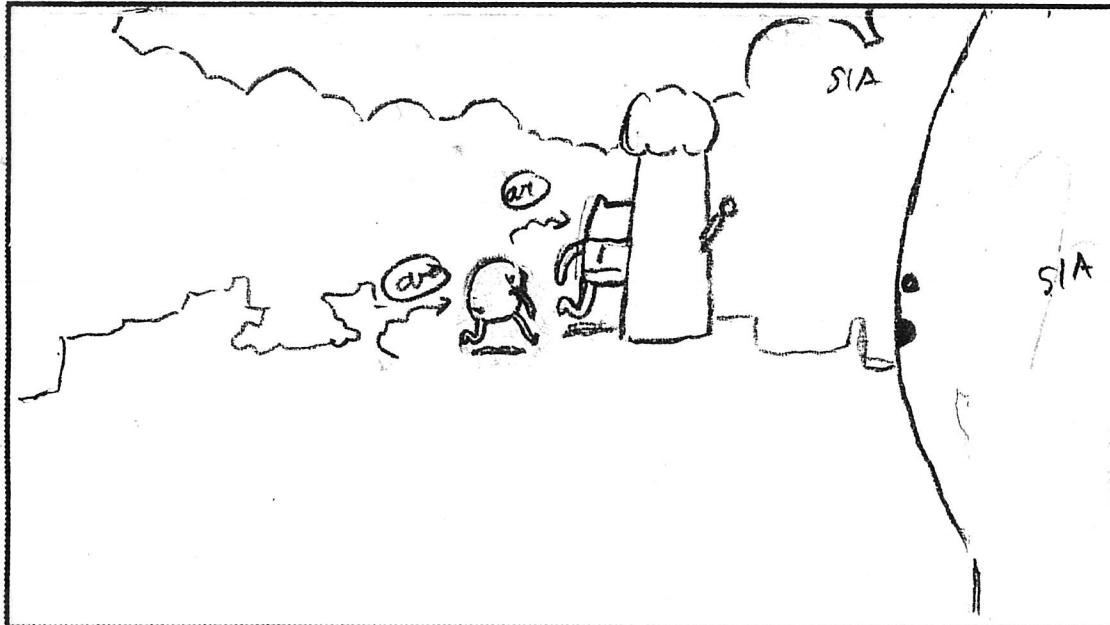
day night

Sc. 69

Pnl. A

Bg.

day night



Dialog:

(M) *BYE.*

Action:

- F+J ROUND CORNER, RUN OFF/S.

Timing:

Production:

1034-235

EPISODE #

# ADVENTURE TIME



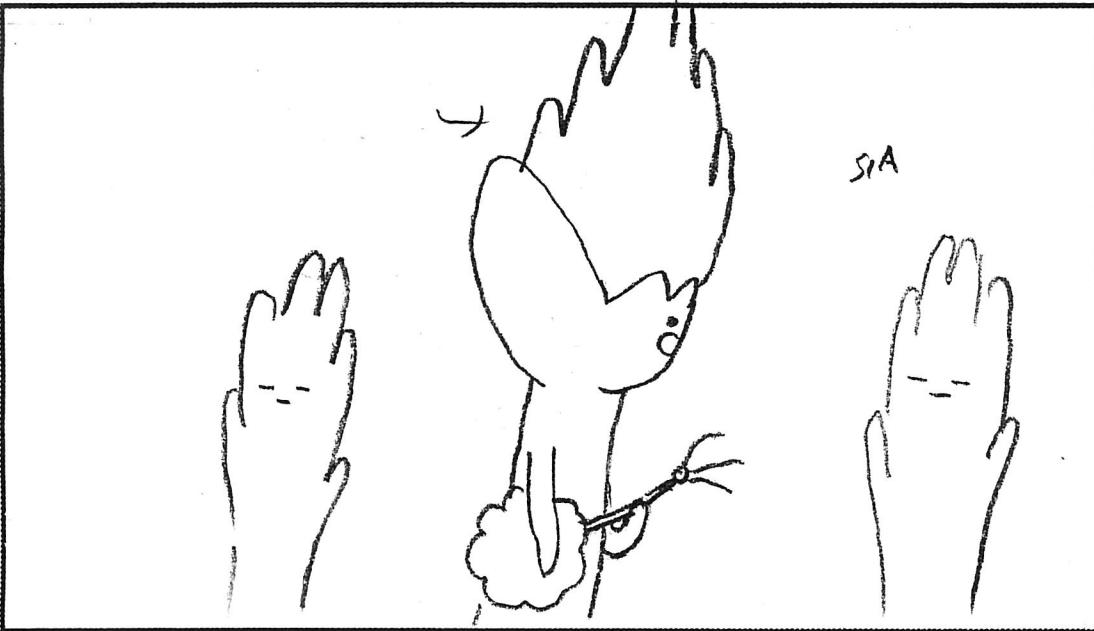
Page 111

Sc. 69

Pnl. B

Bg.

day night

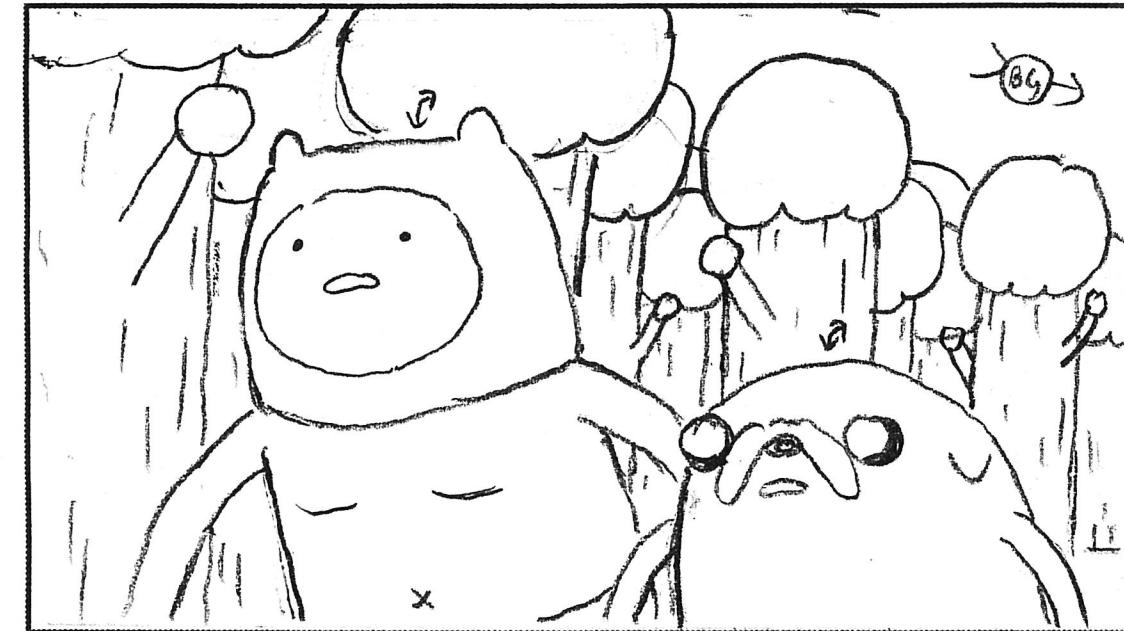


Sc. 70

Pnl. A

Bg.

day night



Dialog:

(MP): YOU GUYS ARE WAITING THIS  
DOWN RIGHT.

(F): WHY DOES THE CARD KEEP  
RUNNING AWAY? WE GOTTA GET IT HOME!  
(J): YEAH THIS PLACE ISN'T SAFE.

Action:

- FM TURNS TOWARDS BACK-UP SINGERS.

Timing:

# ADVENTURE TIME



Page 112

Sc. 70

Pnl. B

Bg.

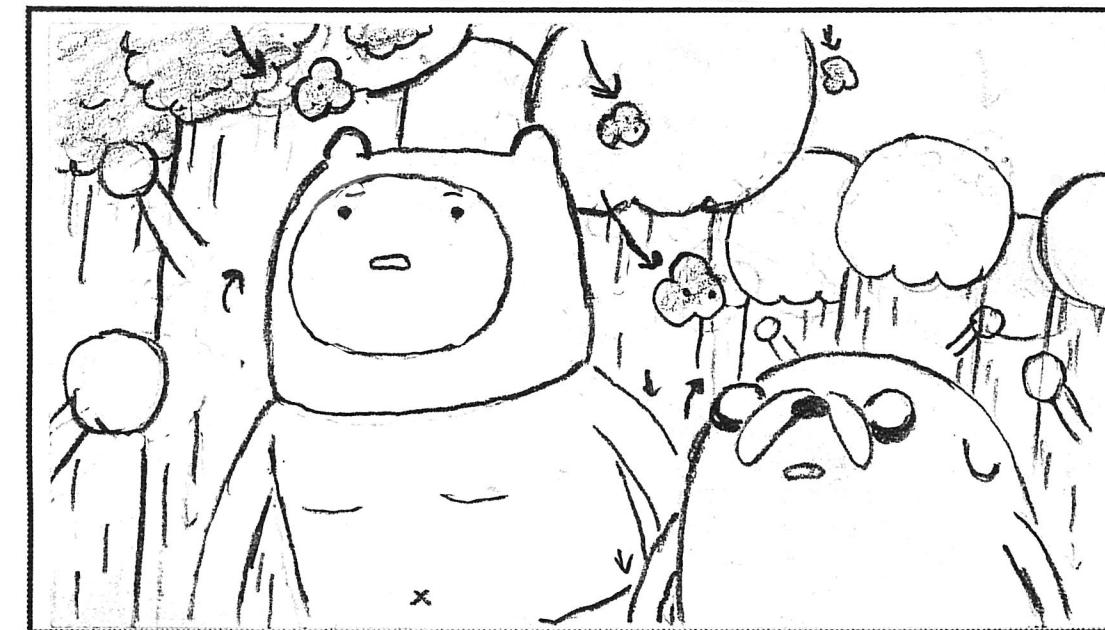
day night

Sc. 70

Pnl. C

Bg.

day night



Dialog:

SFX: [MUSIC STARTS] ↗

LITTLE SPECIAL PURPLE : (015) ↗ BUM - BUM BUM ↗

Action:

- PURPLE NUGGET FALLS  
ON FINN'S FACE

- MORE NUGGETS START FALLING  
LIKE SNOW

Timing:

# ADVENTURE TIME



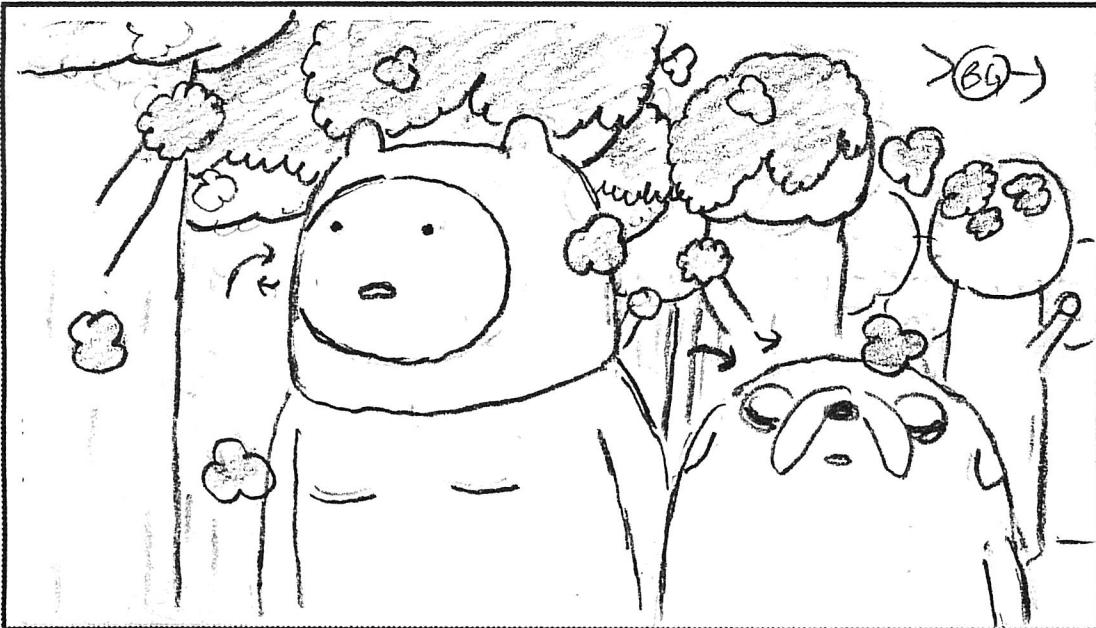
Page 113

Sc. 70

Pnl. D

Bg.

day night

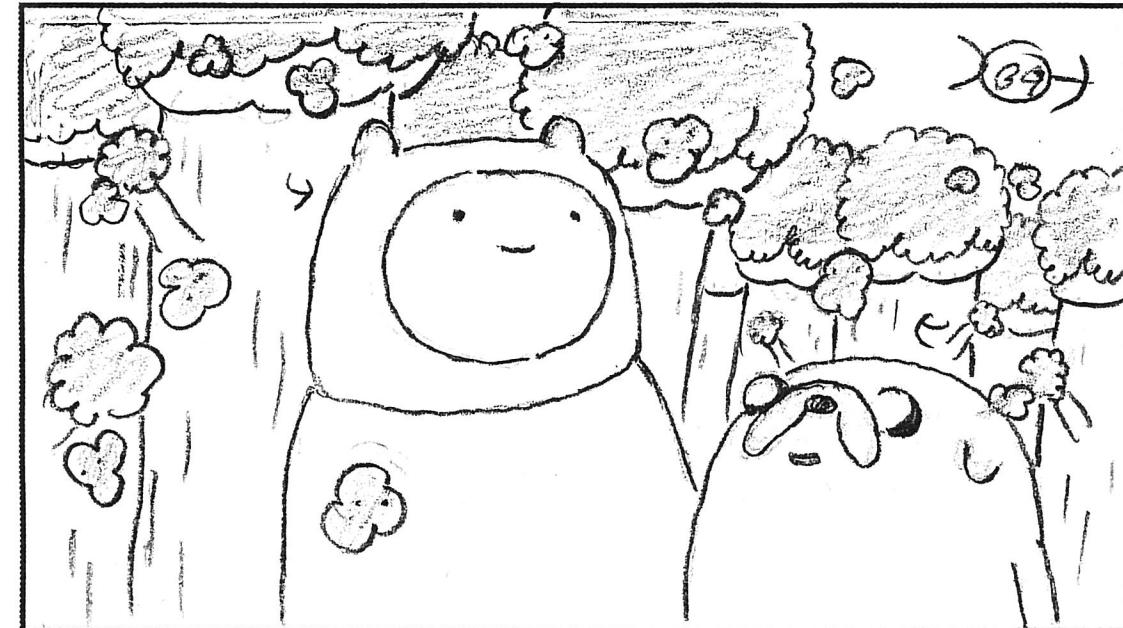


Sc. 70

Pnl. E

Bg.

day night



Dialog:

PRINCESS  
PURPLE  
PATCH

♪ LITTLE PURPLE - -

(PP) ♪ YOU'RE A CATCH ♪

LSP: ♪ BUM BUM BUM ♪

Action: NUGGETS FALL MORE HEAVILY  
TREES BECOME MORE COVERED IN  
THEM AS THEY WALK

Timing:

EPISODE #

Production:

1054-235

# ADVENTURE TIME



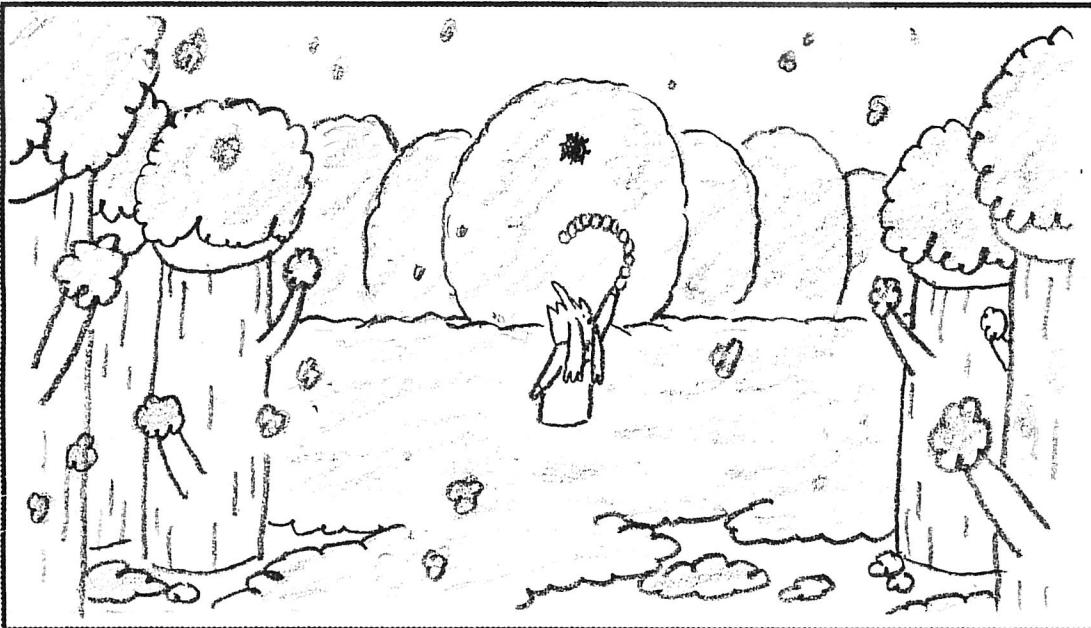
Page 114

Sc. 70

Pnl. A

Bg.

day night

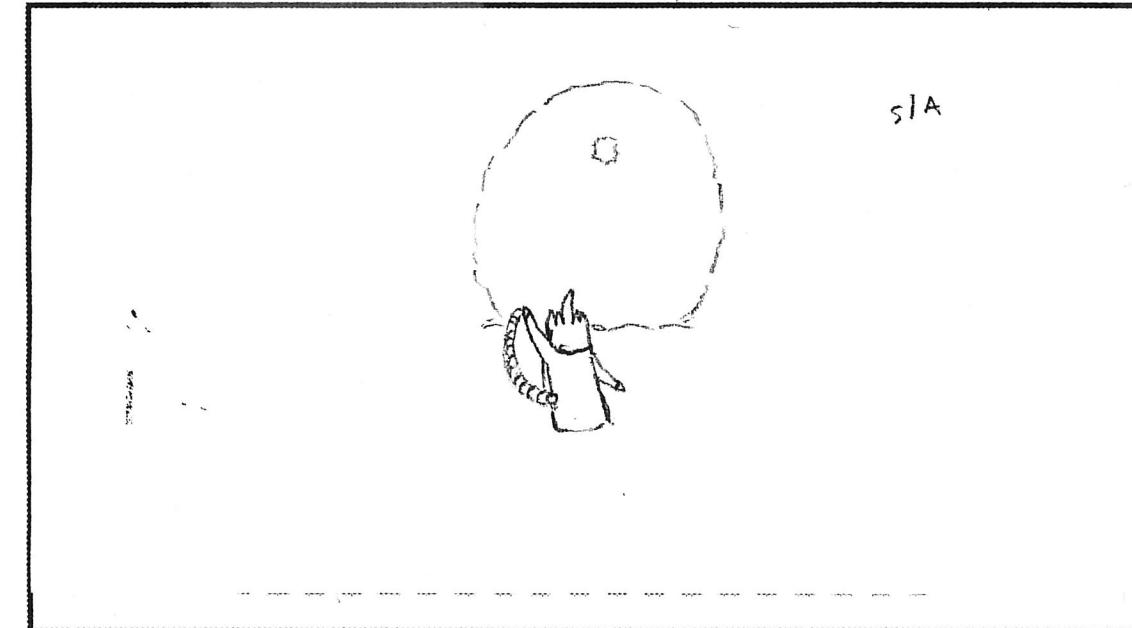


Sc. 71

Pnl. B

Bg.

day night



Dialog:

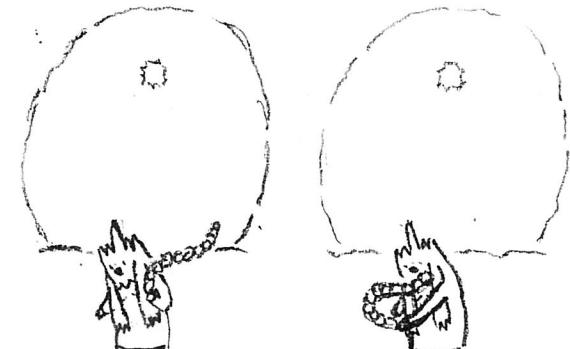
(PPP) = I LOVE YOUR PRETTY

(PPP) = PURPLE 'STACHE

LSP: ↑ BOOM - BUM BUM BOOM ↓

Action: PRINCESS PURPLE PATCH  
WAVES STRING of PURPLES  
LIKE A RIBBON.

Timing:



Production:

1034-235

EPISODE #

# ADVENTURE TIME



Page 115

Sc. 72

Pnl. A

Bg.

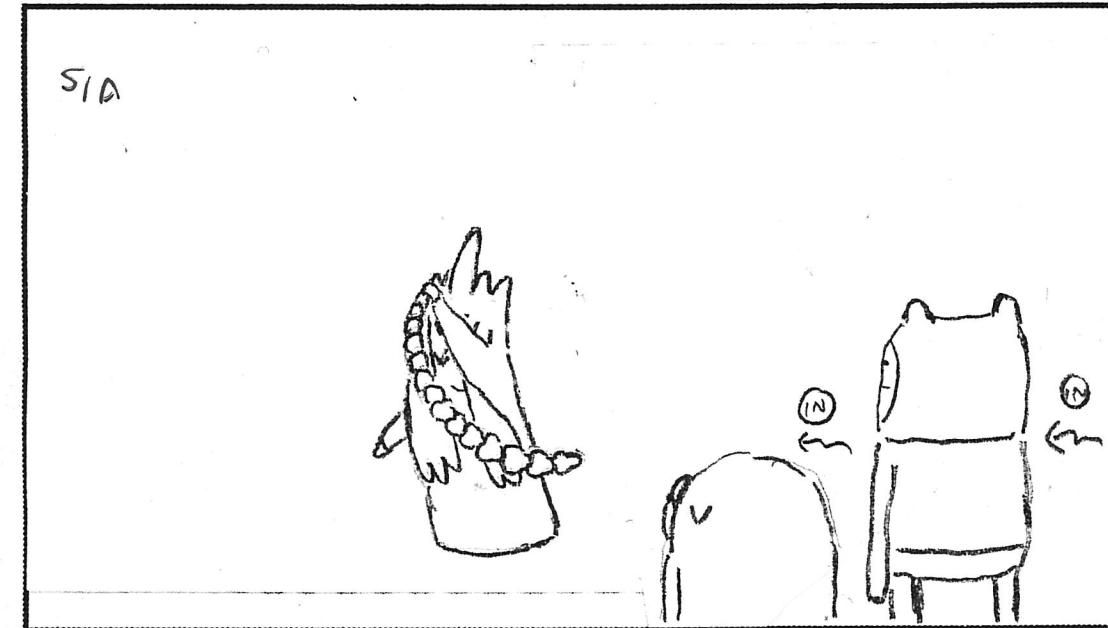
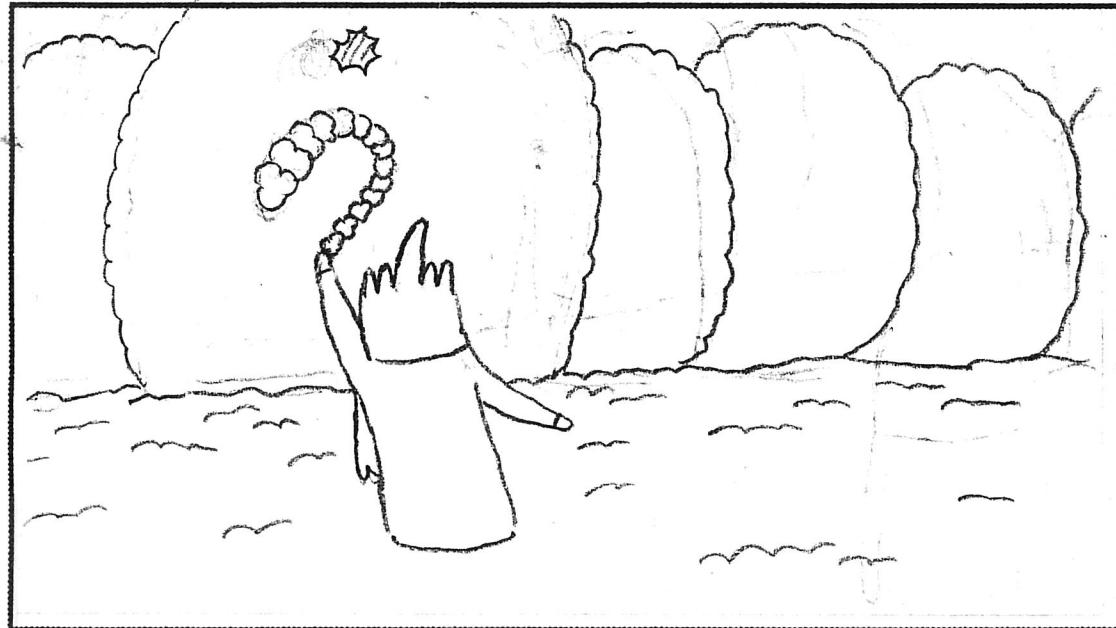
day night

Sc. 72

Pnl. B

Bg.

day night

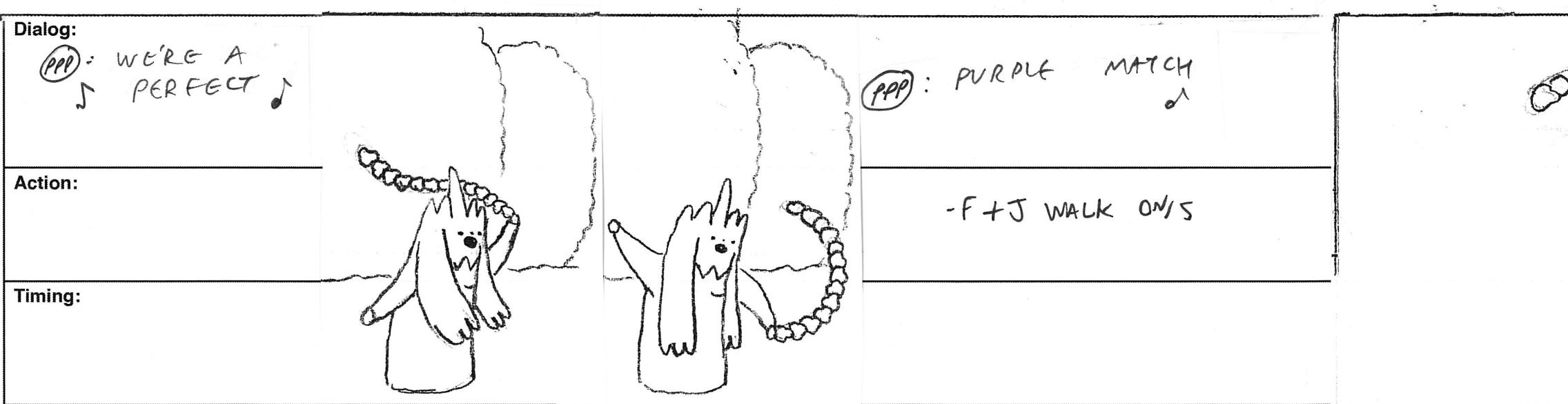


Dialog:

(PPP): WE'RE A  
PERFECT

Action:

Timing:



EPISODE #

1034-235

# ADVENTURE TIME



Page 116

Sc. 72

Pnl. C

Bg.

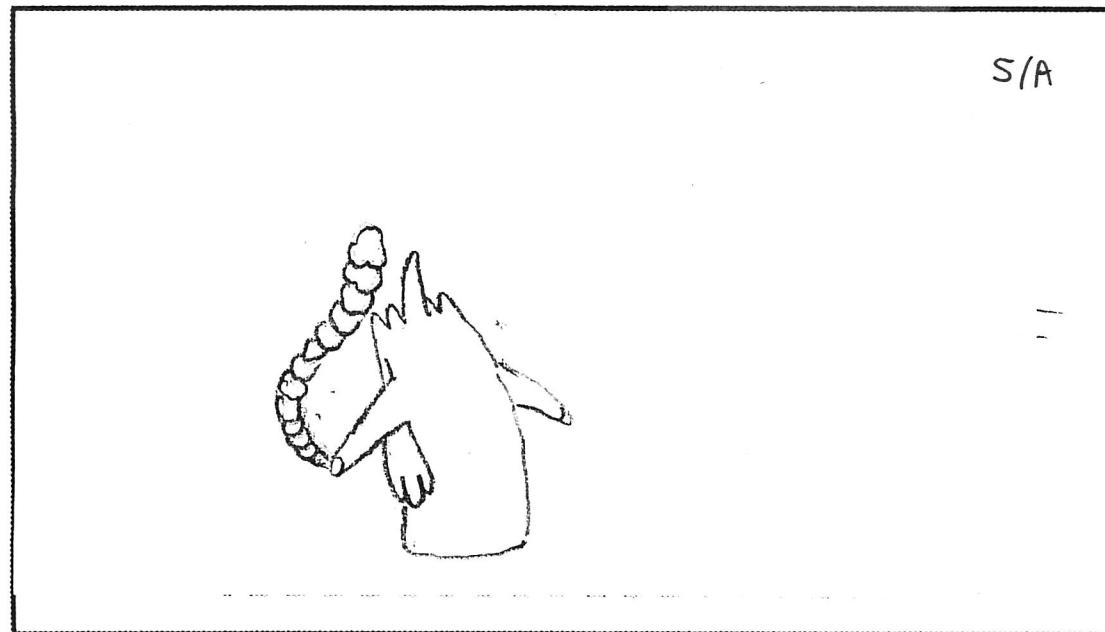
day night

Sc. 72

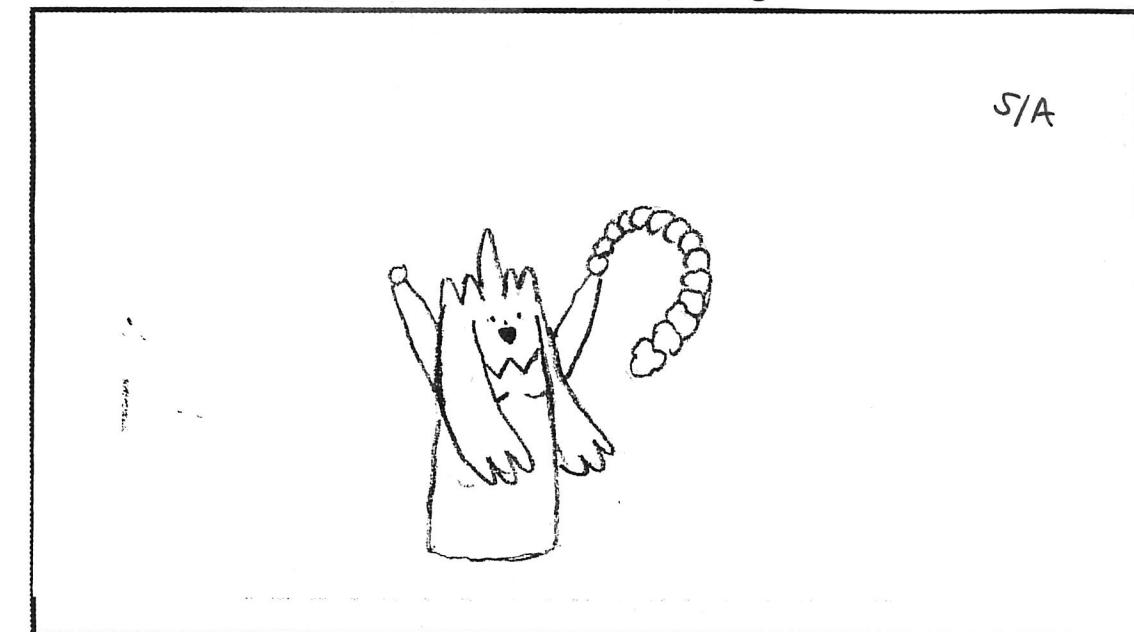
Pnl. D

Bg.

day night



S/A



S/A

Dialog:

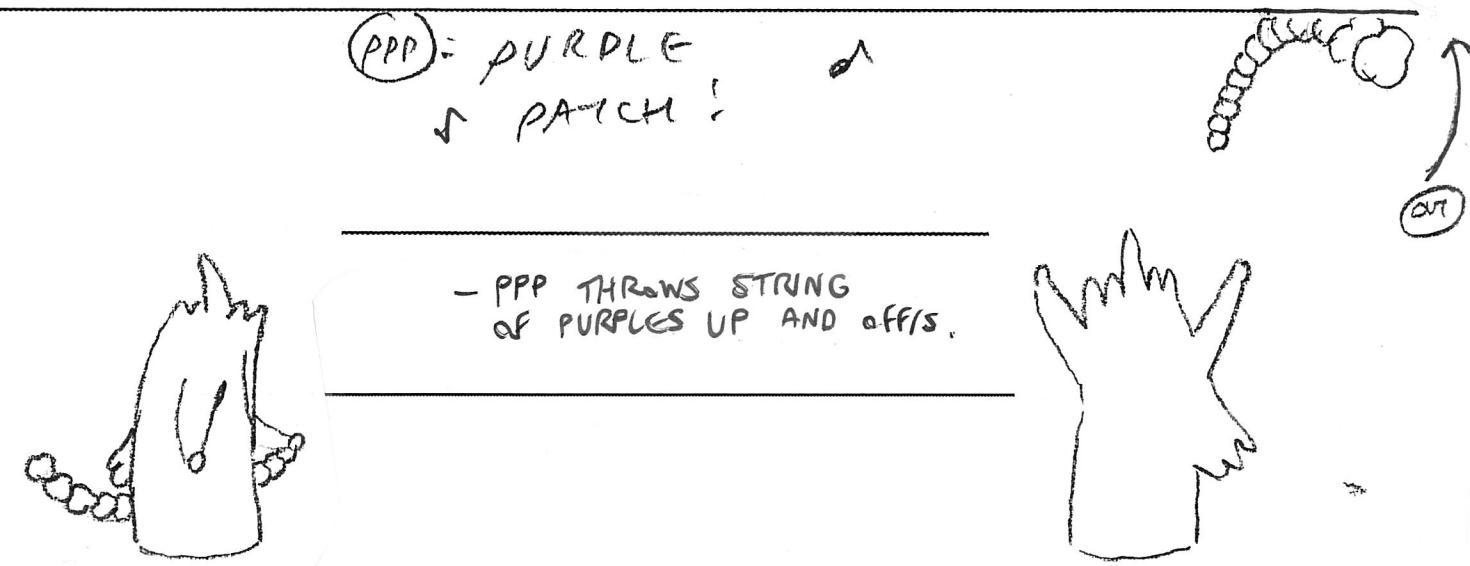
(PPP): WELCOME TO   
MY

(PPP) = PURPLE  
→ PATCH!

- PPP THROWS STRING  
OF PURPLES UP AND off/s.

Action:

Timing:



EPISODE #

1034-235

# ADVENTURE TIME



Page 117

Sc. 72

Pnl. E

Bg.

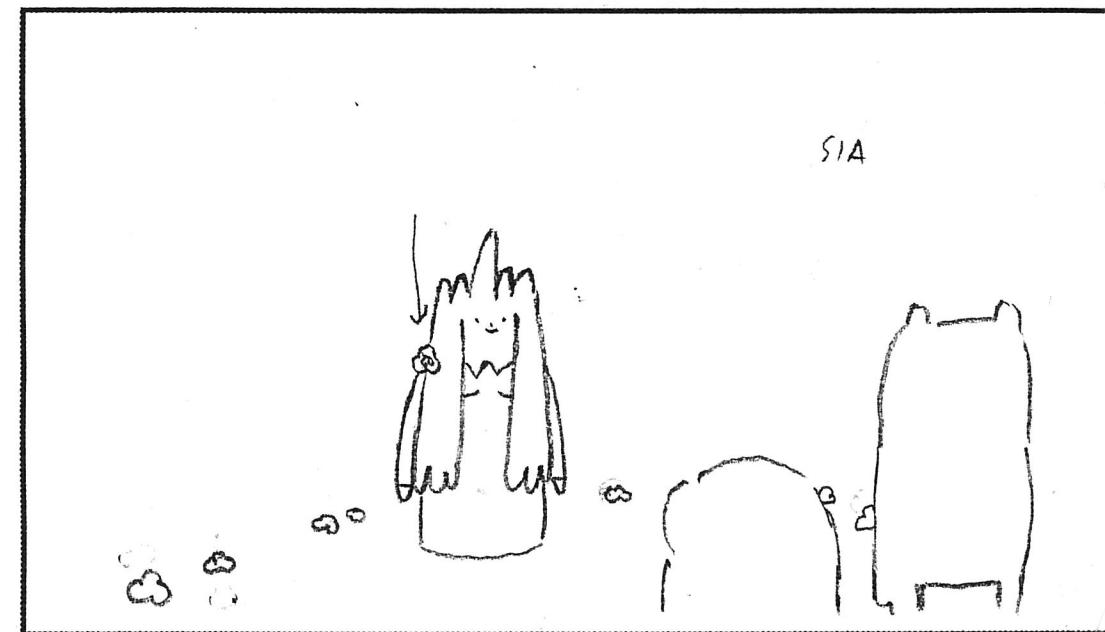
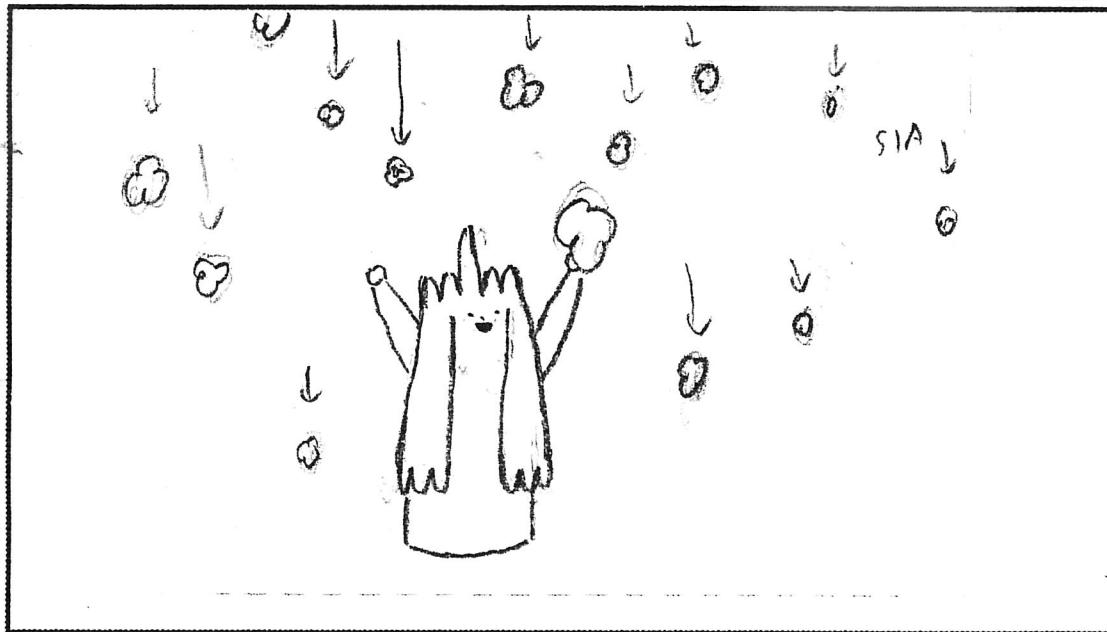
day night

Sc. 72

Pnl. F

Bg.

day night



Dialog:

LSP: ↗ Boom Boom - Bum ↘

SPX: \* MUSIC ENDS \*

Action:

- . . . NUGGETS  
RAIN DOWN

- PPP LOWERS ARMS.

Timing:

EPISODE #

Production:

1034-235

# ADVENTURE TIME



Page 118

Sc. 73

Pnl. A

Bg.

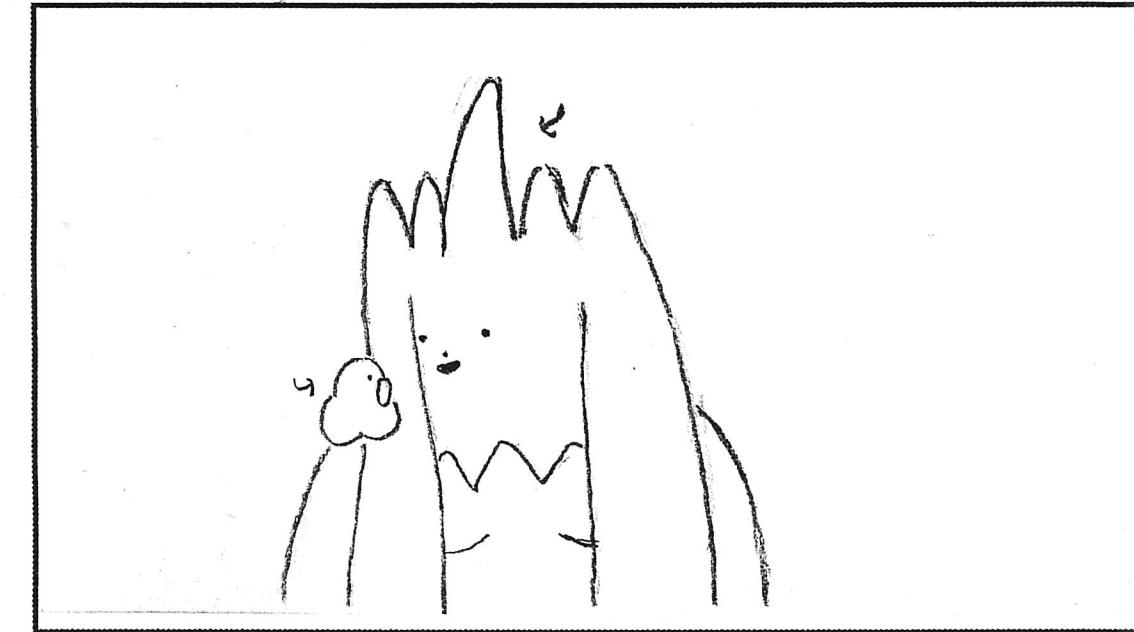
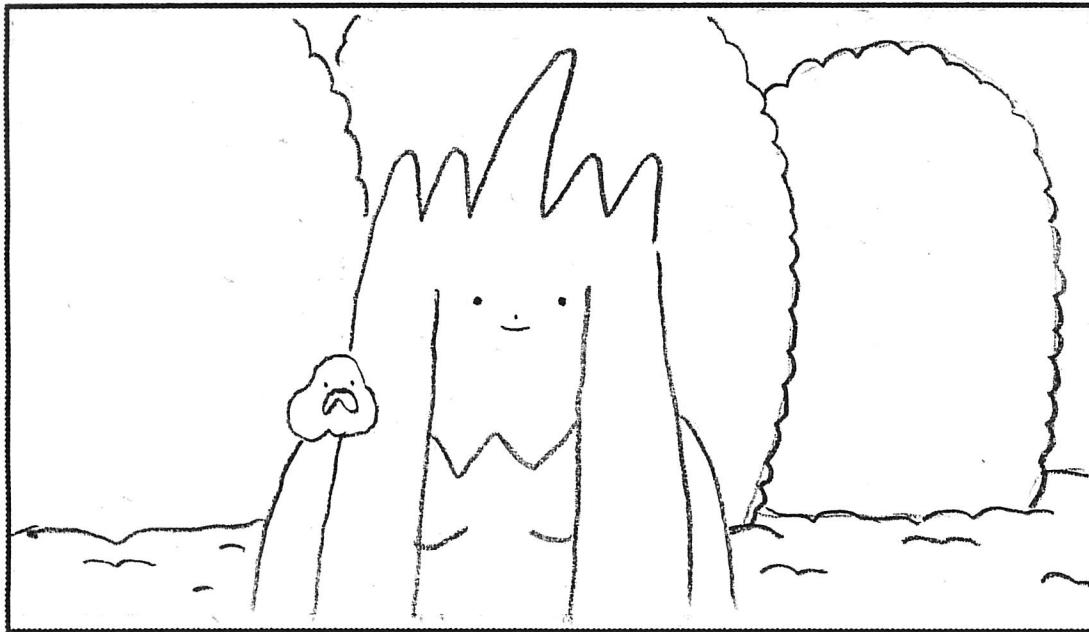
day night

Sc. 73

Pnl. B

Bg.

day night

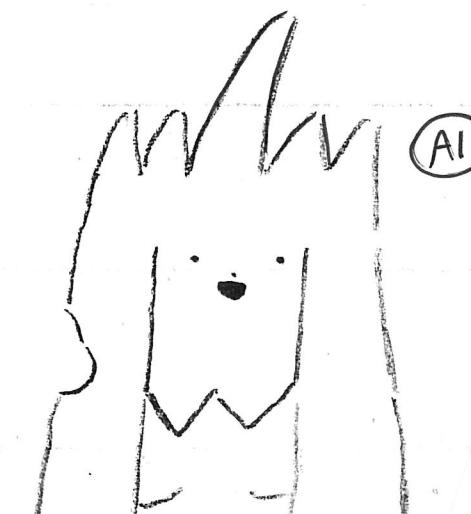


Dialog:

(PPP): I'M PRINCESS PURPLE PATCH AND →

(PPP): THIS IS MY LITTLE SPECIAL PURPLE-

Action:



(AI)

- PPP LOOKS AT PURPLE  
ON SHOULDER.

Timing:

Production:

1034-235

EPISODE #

# ADVENTURE TIME



Page 119

Sc. 73

Pnl. C

Bg.

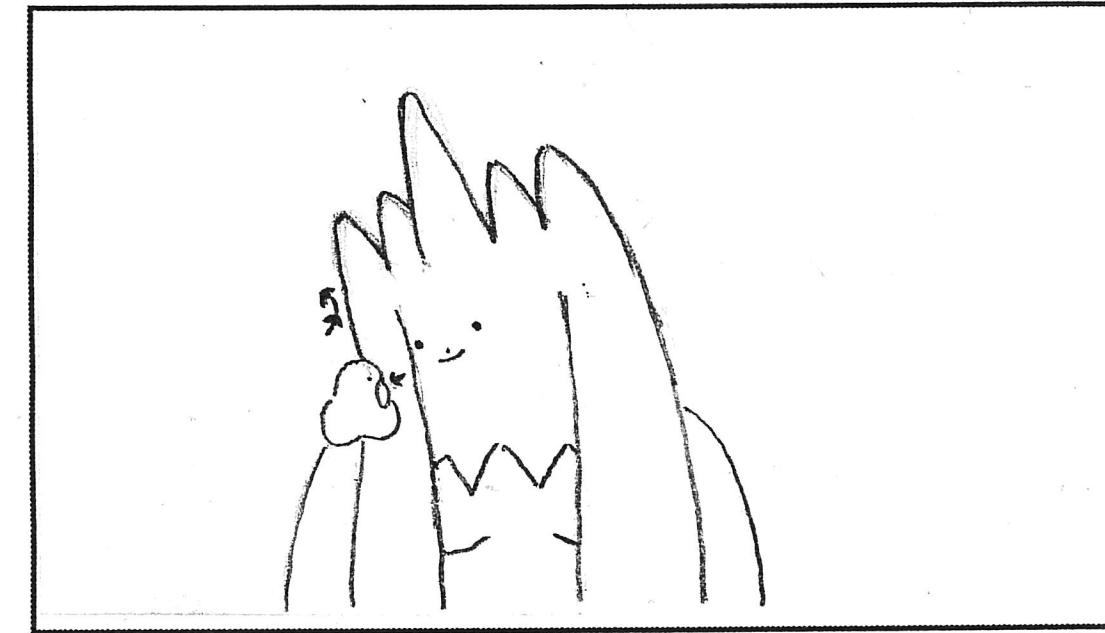
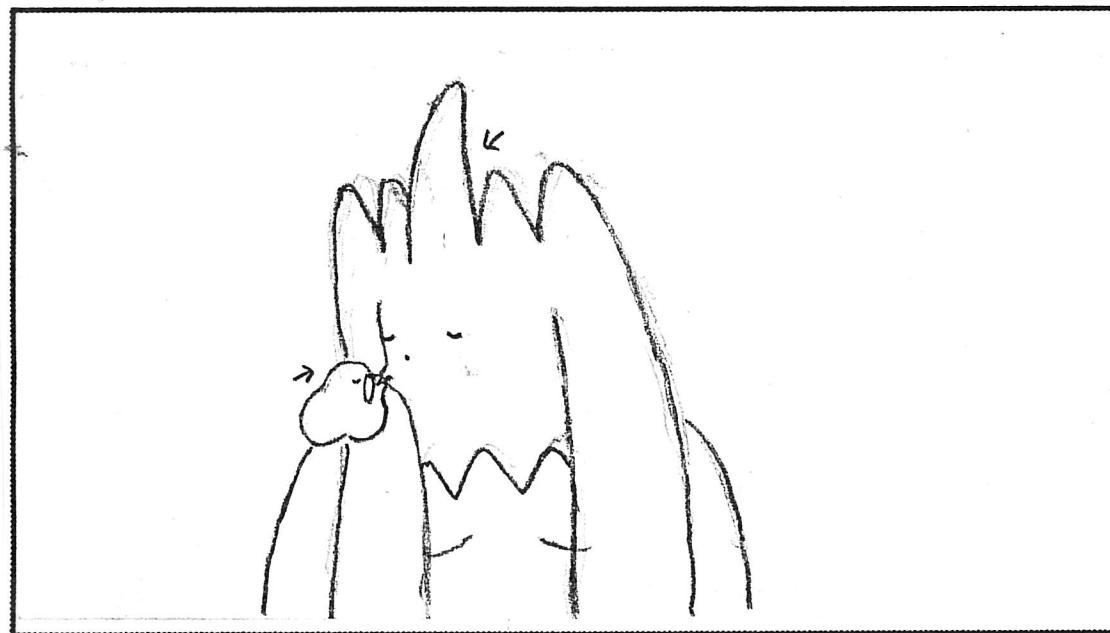
day night

Sc. 73

Pnl. D

Bg.

day night



Dialog:

SEX: \*SMECK\*

LITTLE  
SPECIAL  
PURPLE

1(POP): mmm

Action:

Timing:

Production:

1034-235

EPISODE #

# ADVENTURE TIME



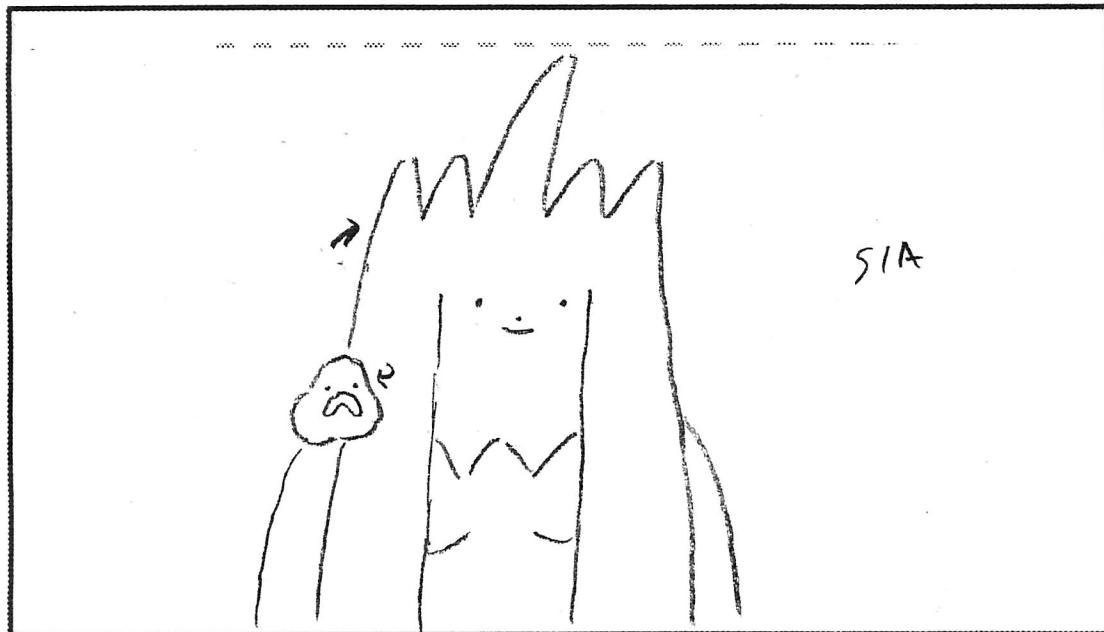
Page 120

Sc. 73

Pnl. E

Bg.

day night

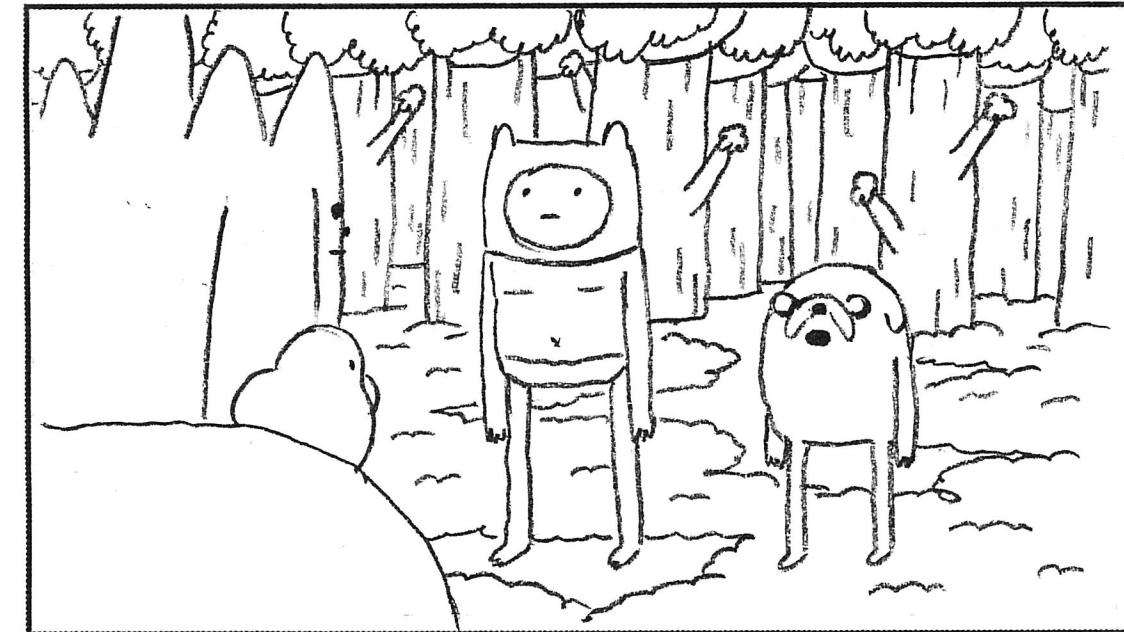


Sc. 74

Pnl. A

Bg.

day night

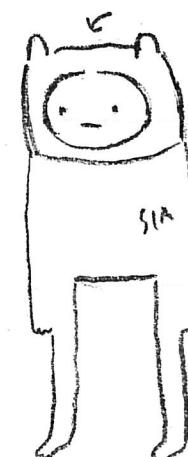


Dialog:

(J) : HI PURPLE. I'M JIN  
AND FAKE.

Action:

Timing:



Production:

1034-235

EPISODE #

# ADVENTURE TIME



Page 121

Sc. 74

Pnl. B

Bg.

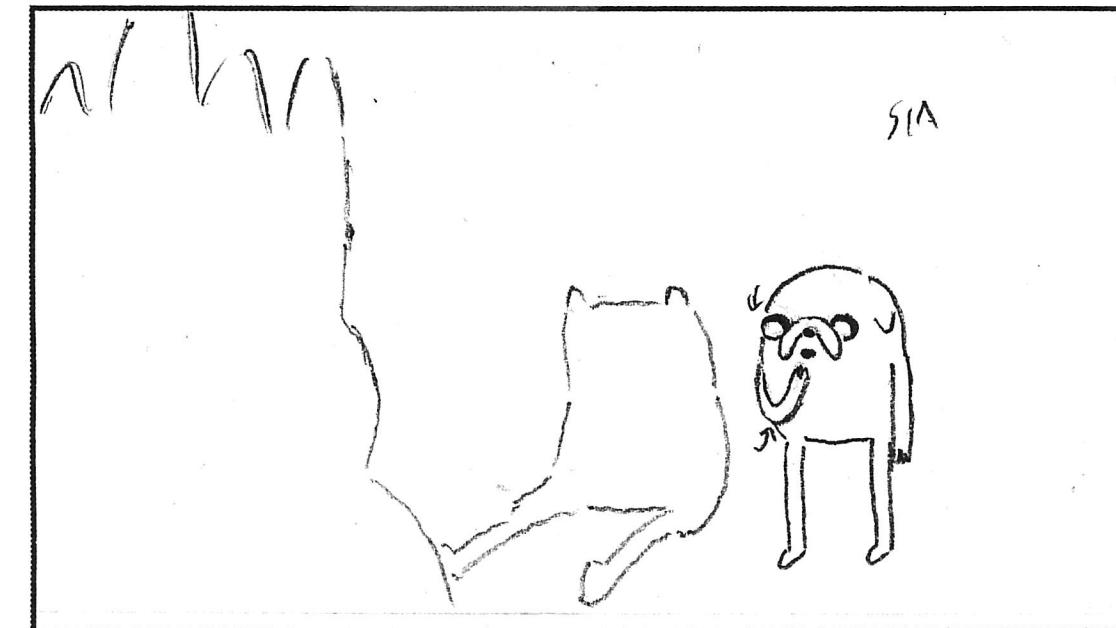
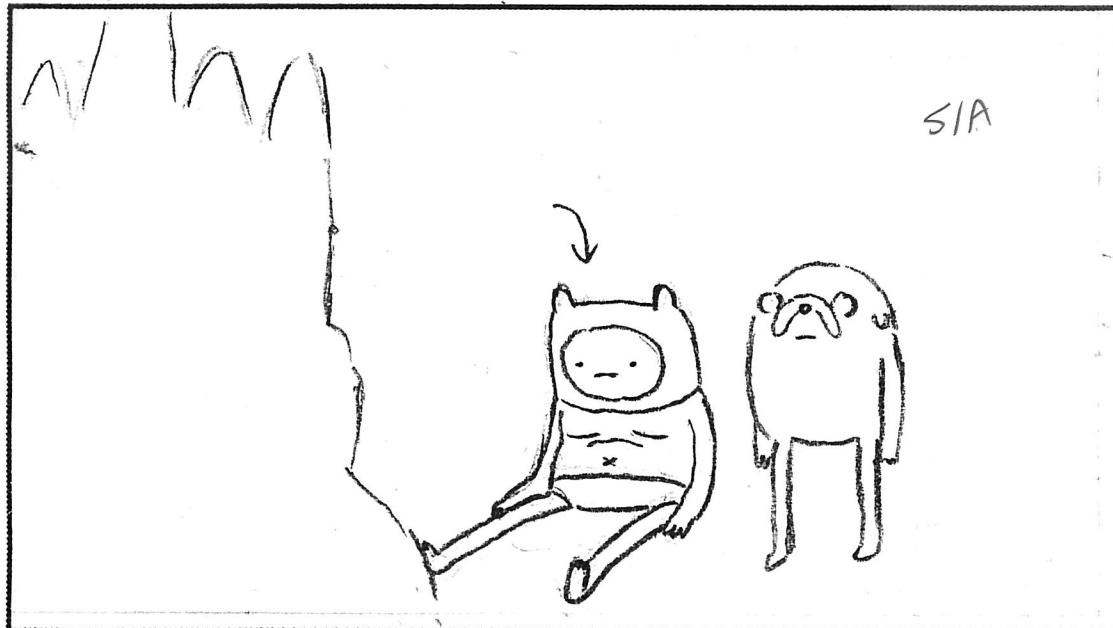
day night

Sc. 74

Pnl. C

Bg.

day night



Dialog:

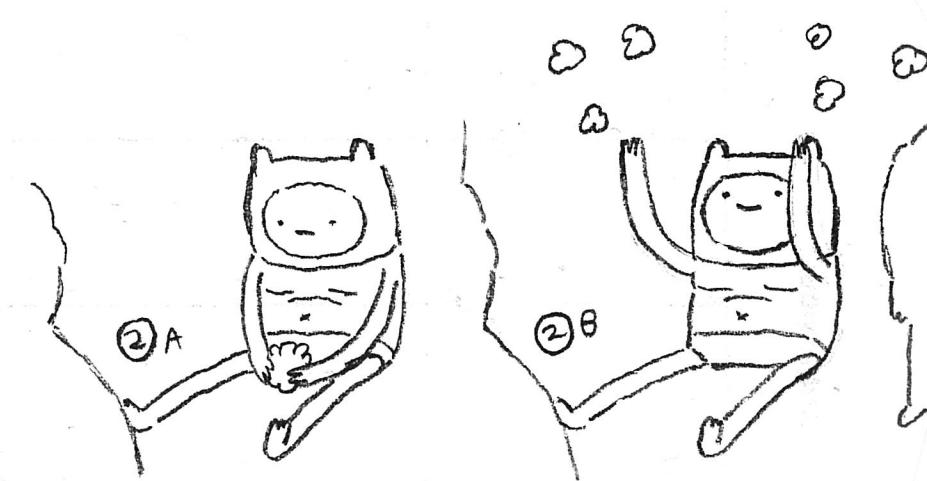
SFX:  
\* FWP \*

① HRM. THAT'S NOT  
RIGHT. ①

Action: - F SLUMPS INTO SITTING POSG

- J LOOKS DOWN ①  
- F SCOOPS UP SOME ②  
NUGGETS AND ②  
TOSSES THEM IN AIR

Timing:



EPISODE # 1034-235

1034-235

# ADVENTURE TIME



Page 122

Sc. 74

Pnl. D

Bg.

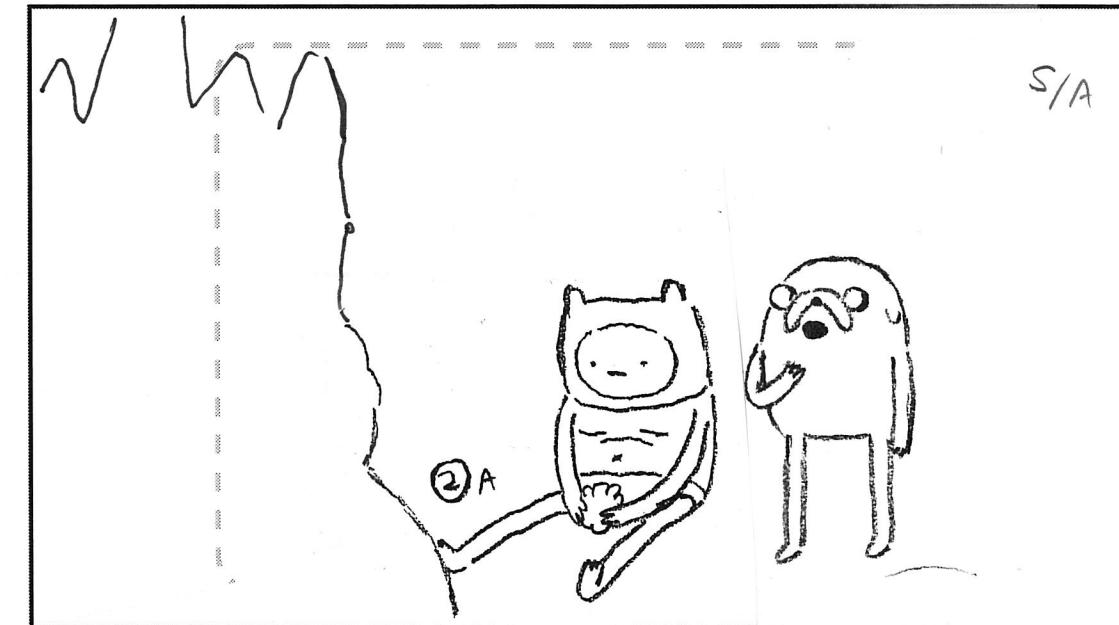
day night

Sc. 74

Pnl. E

Bg.

day night



Dialog:

① = HE'S JIN AND



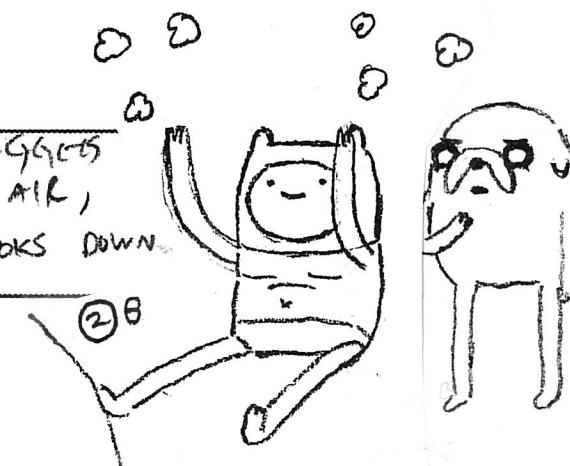
② = I'M -- WAIT.

Action:

- NUGGETS FLOAT DOWN  
- J TURNS, MOTIONS TO FINN

- F SCOOPS UP MORE NUGGETS  
AND TOSSES THEM IN AIR,  
→ TOUCHES HIS CHEST, LOOKS DOWN

Timing:



EPISODE #

1034-235

# ADVENTURE TIME



Page 123

Sc. 75

Pnl. A

Bg.

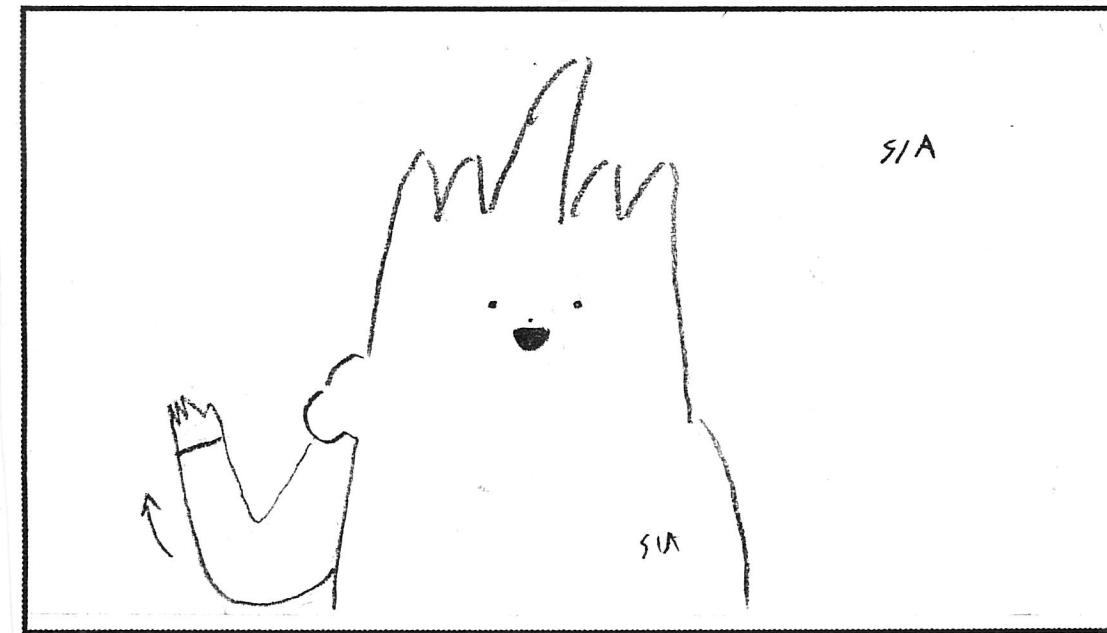
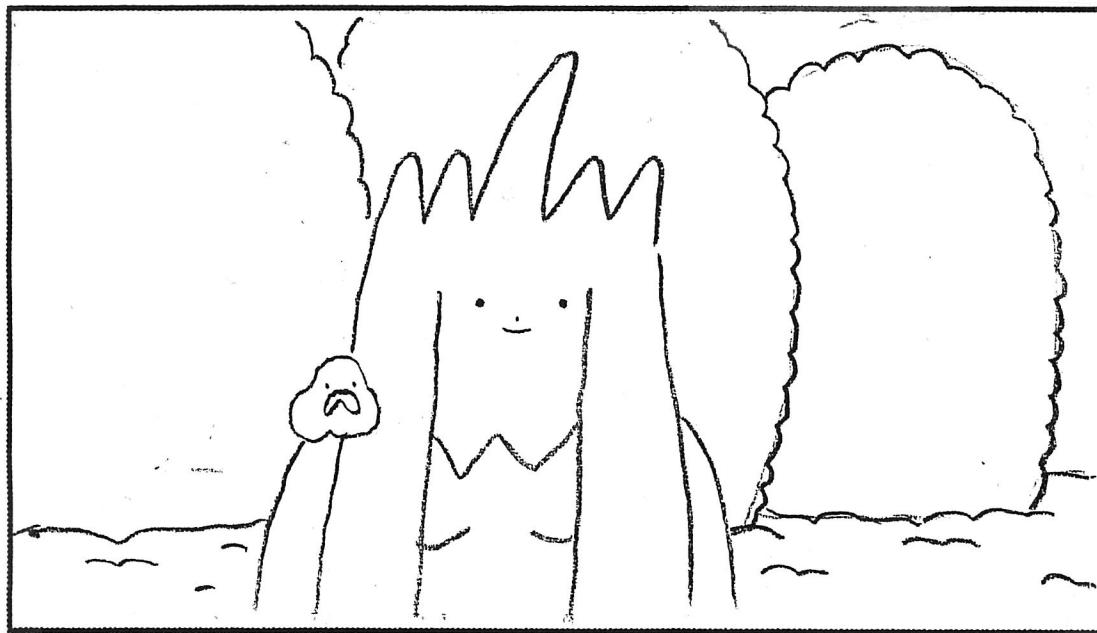
day night

Sc. 75

Pnl. B

Bg.

day night



Dialog:

(PPP) I'MA CALL YOU PURPLE FACE.

(PPP): YOU WANNA  
COME PLAY IN MY  
PURPLE PLACE?

Action:



Timing:

Production:

1034-235

EPISODE #

# ADVENTURE TIME



Page 124

Sc. 76

Pnl. A

Bg.

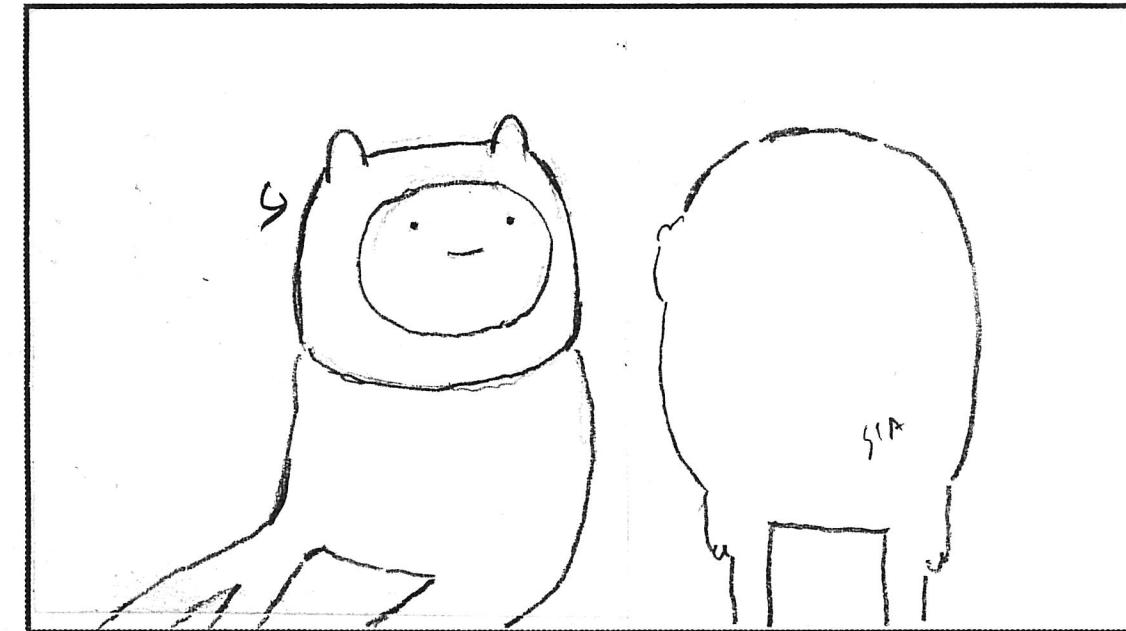
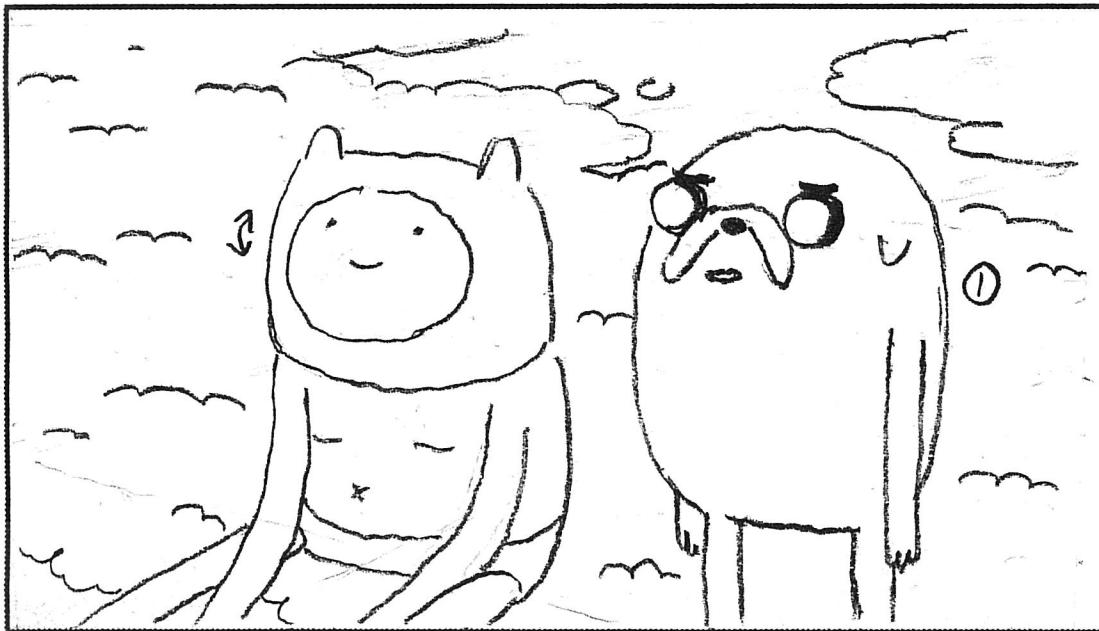
day night

Sc. 76

Pnl. B

Bg.

day night



Dialog:

(F) ① FINN, WEREN'T WE  
SUPPOSED TO NOT  
DO SOMETHING WITH  
THE PURPLE THINGS? ②

Action:

-J SPEAKS THEN  
LOOKS AT FINN



Timing:

(F) HMM?

-F LOOKS AT J.

# ADVENTURE TIME



Page 125

Sc. 79

Pnl. A

Bg.

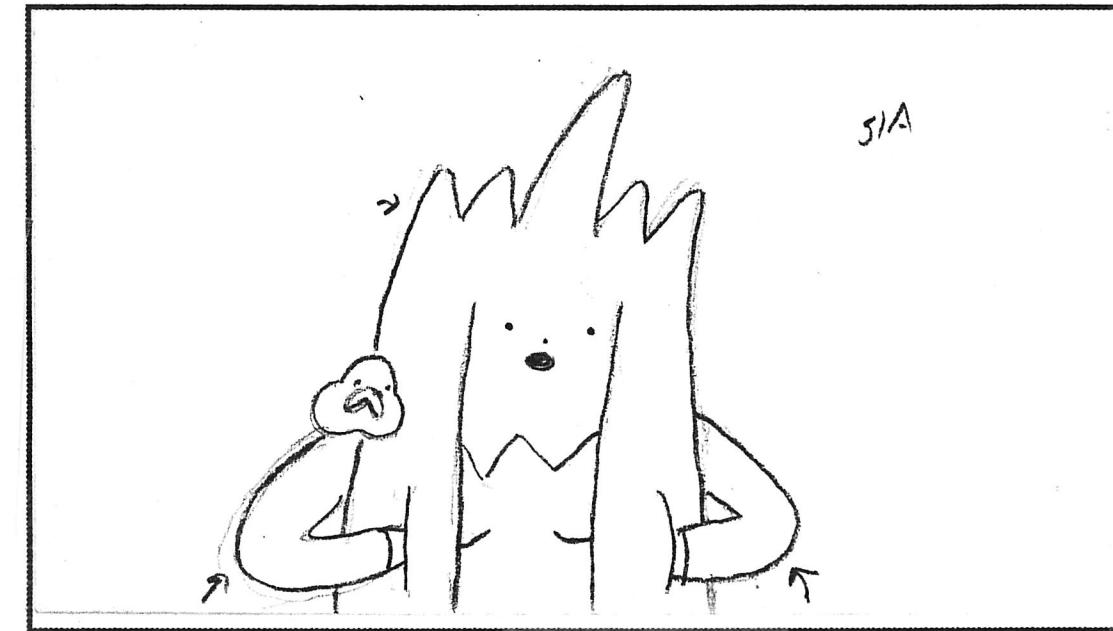
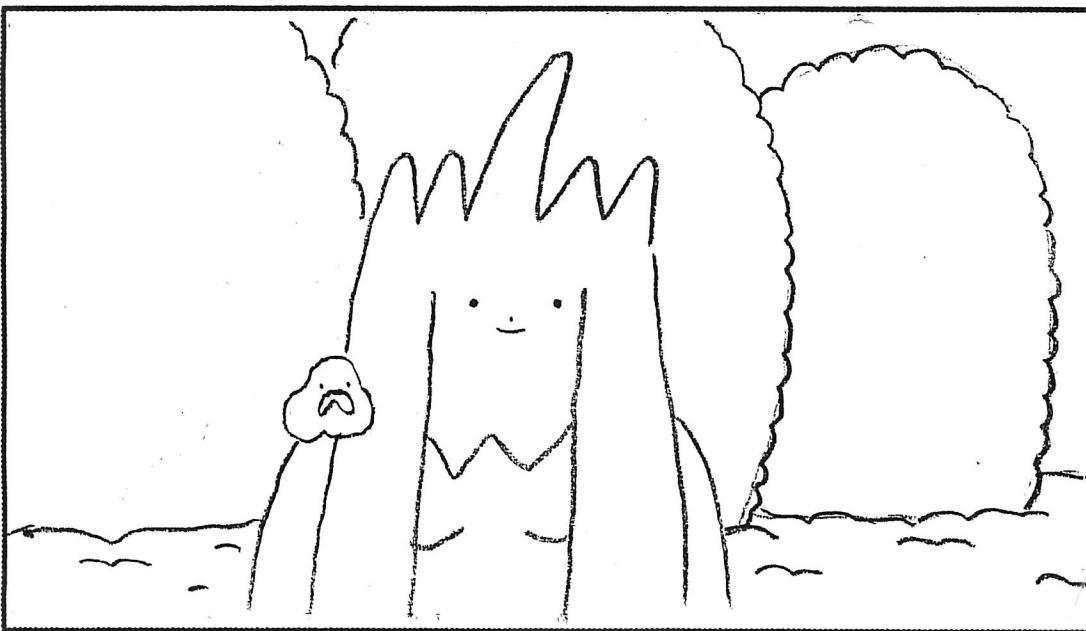
day night

Sc. 77

Pnl. B

Bg.

day night



Dialog:

(PPP) : . . .

(PPP) : HER E ,

Action:

- PPP REACHES INTO HAIR.

Timing:

Production:

1034-235

EPISODE #

# ADVENTURE TIME



Page 126

Sc. 77

Pnl. C

Bg.

day night



Sc. 78

Pnl. A

Bg.

day night



Dialog:

(PPP) - TAKE SOME FOR THE ROAD!

Action:

- PPP THROWS PURPLES UP AND OFF/.

Timing:

Production:

1034-235

EPISODE #

# ADVENTURE TIME



Page 127

Sc. 78

Pnl. B

Bg.

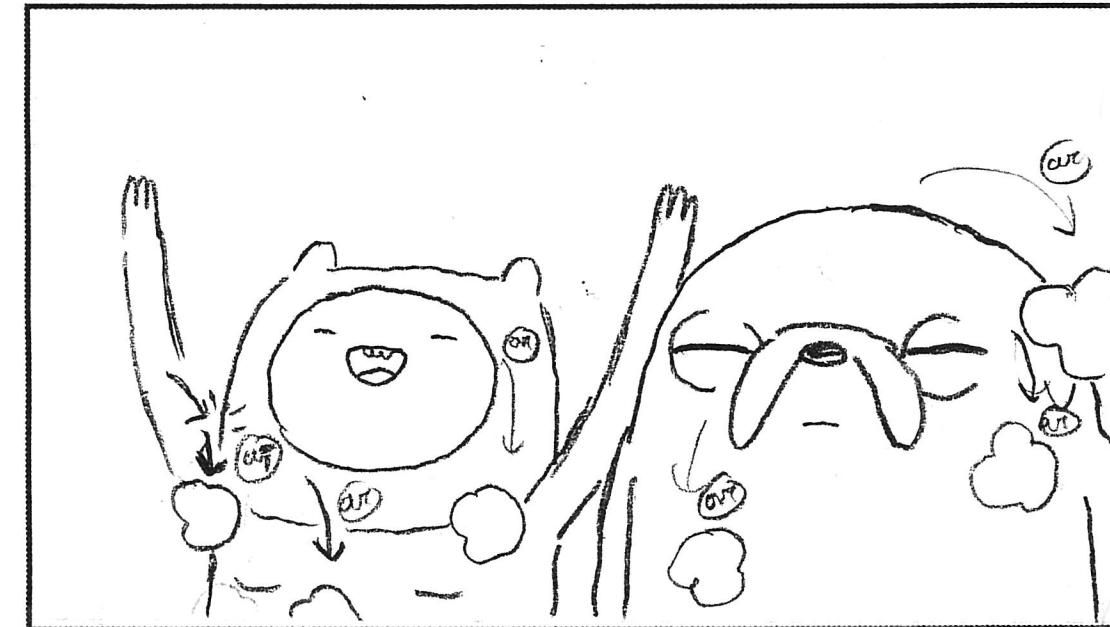
day night

Sc. 78

Pnl. C

Bg.

day night



Dialog:

Action:

-PURPLES RAIN DOWN ON FINN & JAKE.

Timing:

EPISODE # 1034-235

Production:

# ADVENTURE TIME



Page 128

Sc. 78

Pnl. D

Bg.

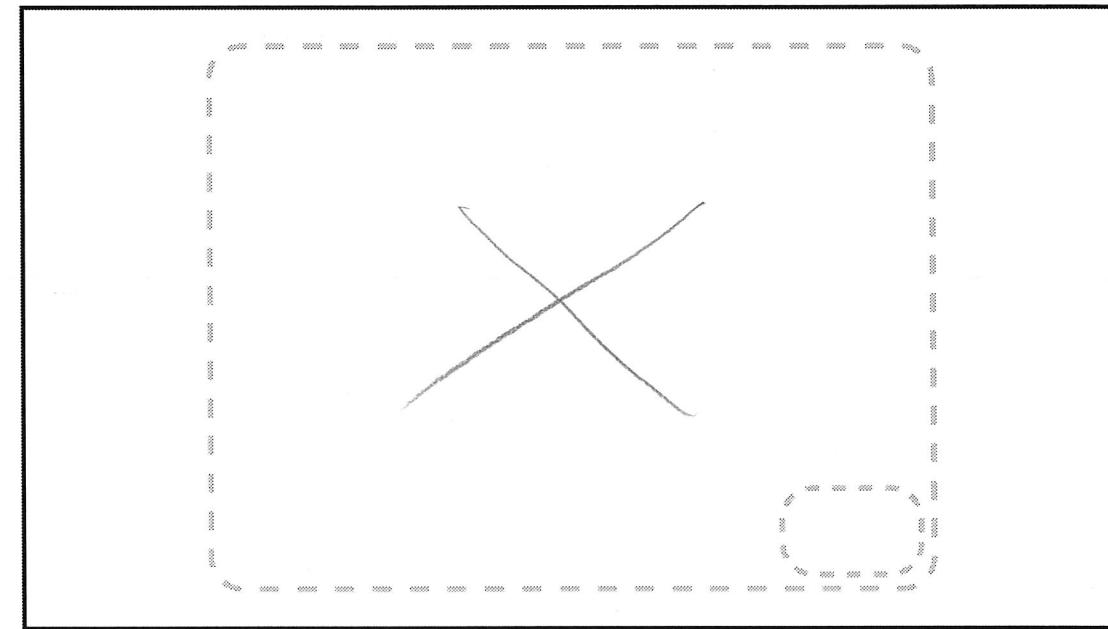
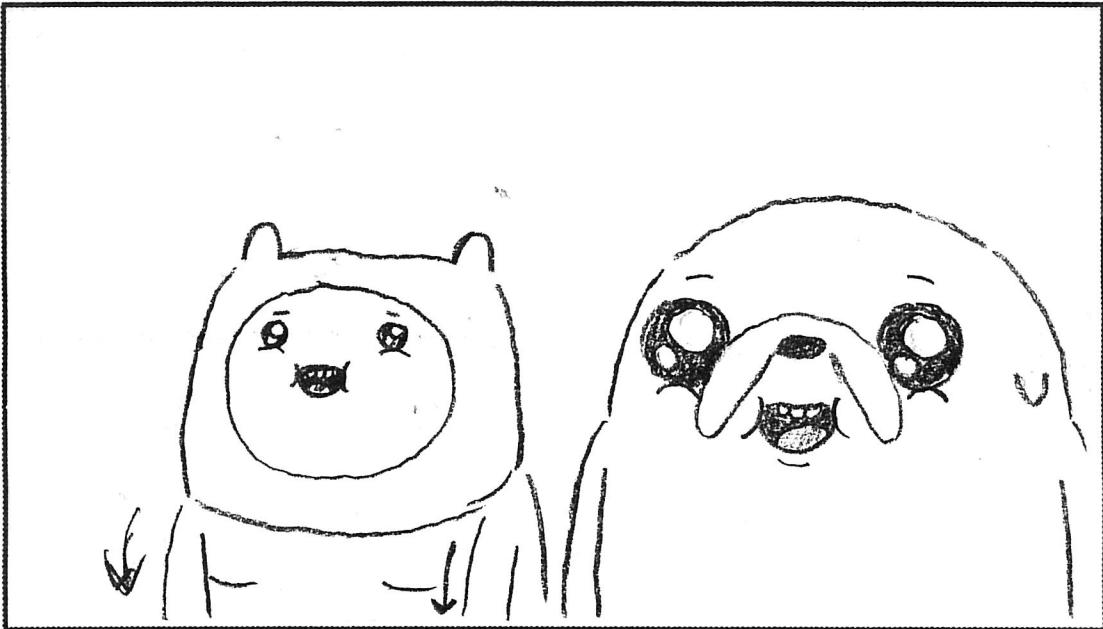
day night

Sc.

Pnl.

Bg.

day night



**Dialog:**

(F) + (J) : HAH - - (BABY VOICE)

**Action:**

-F LOWERS HIS ARMS

**Timing:**

Production:

1034-235

EPISODE #

# ADVENTURE TIME



Page 129

Sc. 79

Pnl. A

Bg.

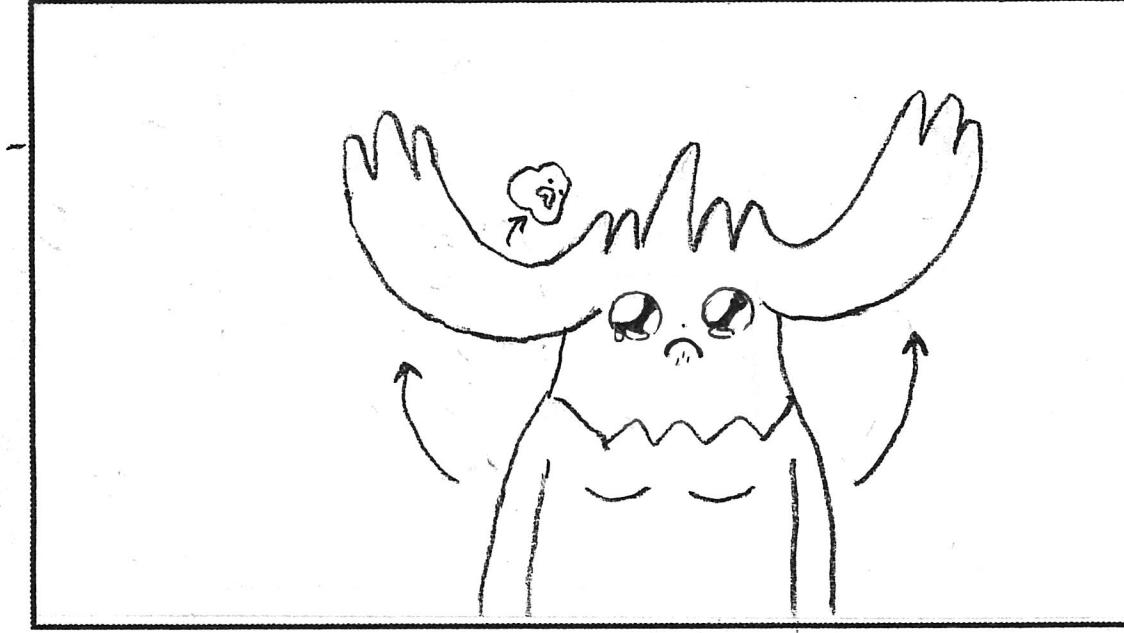
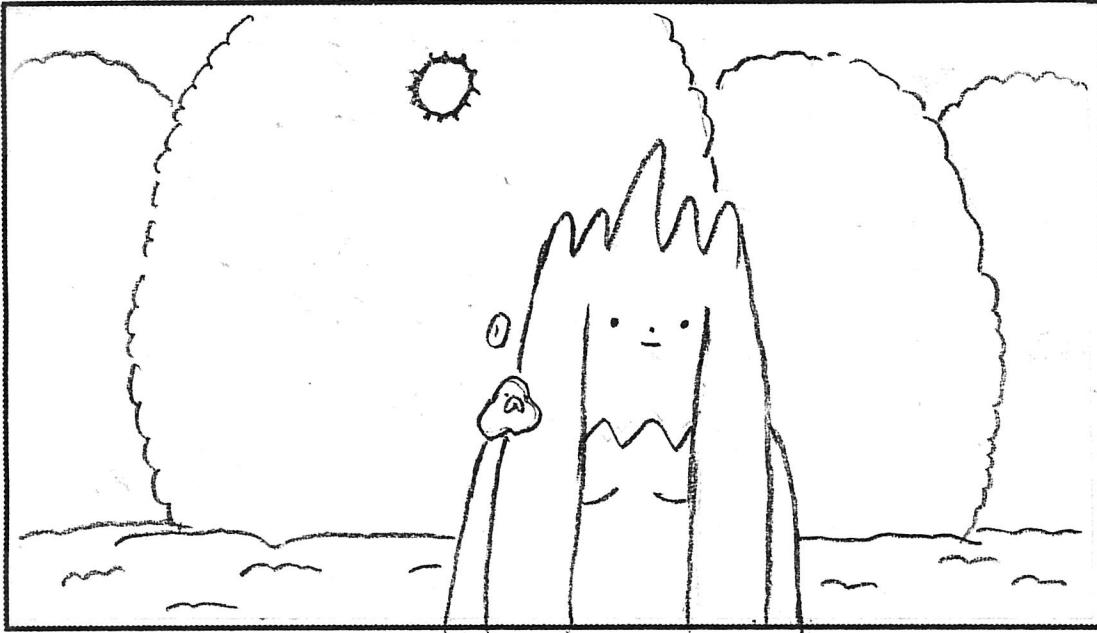
day night

Sc. 79

Pnl. B

Bg.

day night



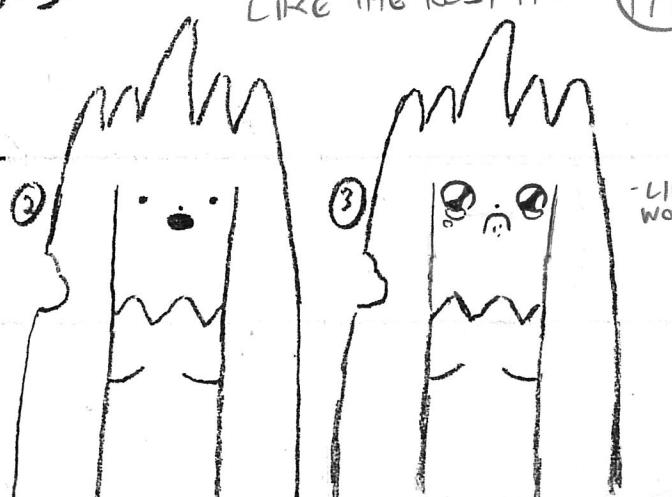
Dialog:

(PPP) : (SIGH) OF THE PURPLE. JUST  
LIKE THE REST...

(PPP) [ CRYING ]

Action:

- PPP  
STANDS  
WEEPING.



- LIP  
Wobble

SFX: \* FWIP \*

- PPP'S EARS SWING UP  
- LSP GETS TOSSED UP,  
LANDS ON PPP'S HEAD



Timing:

Production:

1034-235

EPISODE #

# ADVENTURE TIME



Page 130

Sc. 79

Pnl. C

Bg.

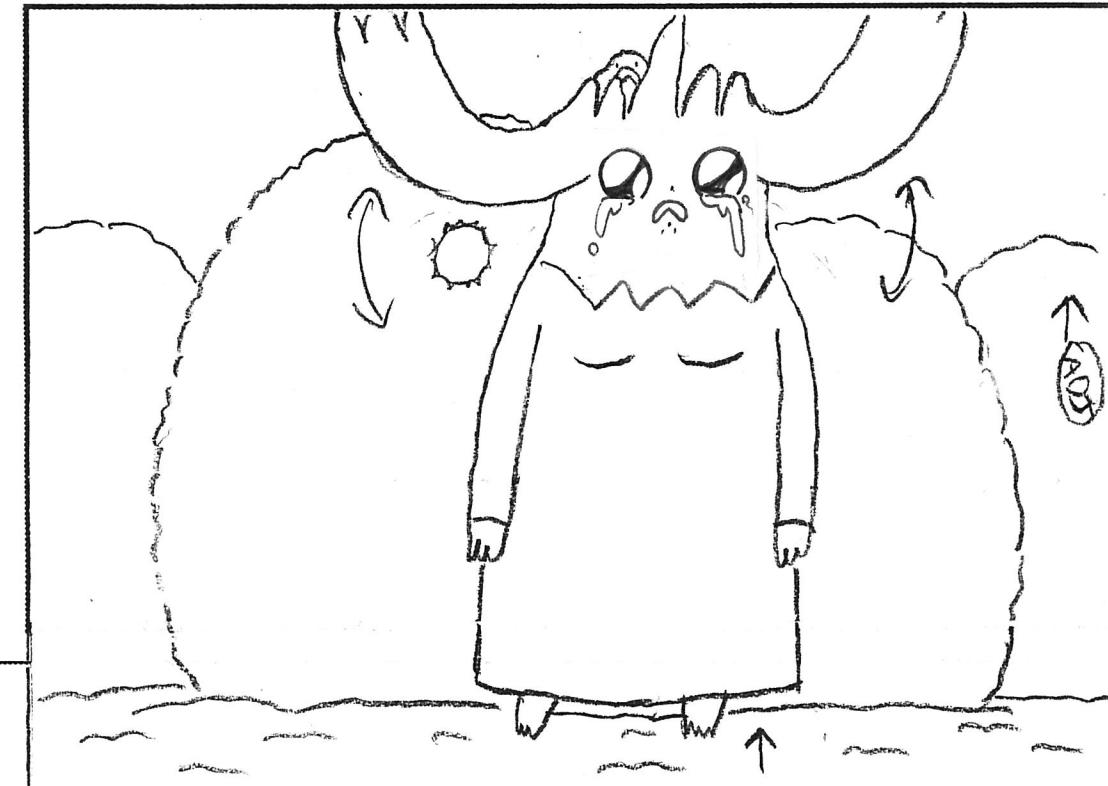
day night

Sc. 79

Pnl. D

Bg.

day night



**Dialog:**

PPP: [CRYING]

**Action:**  
- EARS FLAP UP  
AND DOWN  
①, ②, ①

**Timing:**



LSP: OK, WELL, LATER...

- PPP LEVITATES off THE GROUND  
AS EARS CONTINUE FLAPPING  
- ADJ W/ PPP

Production:

1034-235

EPISODE #

# ADVENTURE TIME



Page 131

Sc. 79

Pnl. E

Bg.

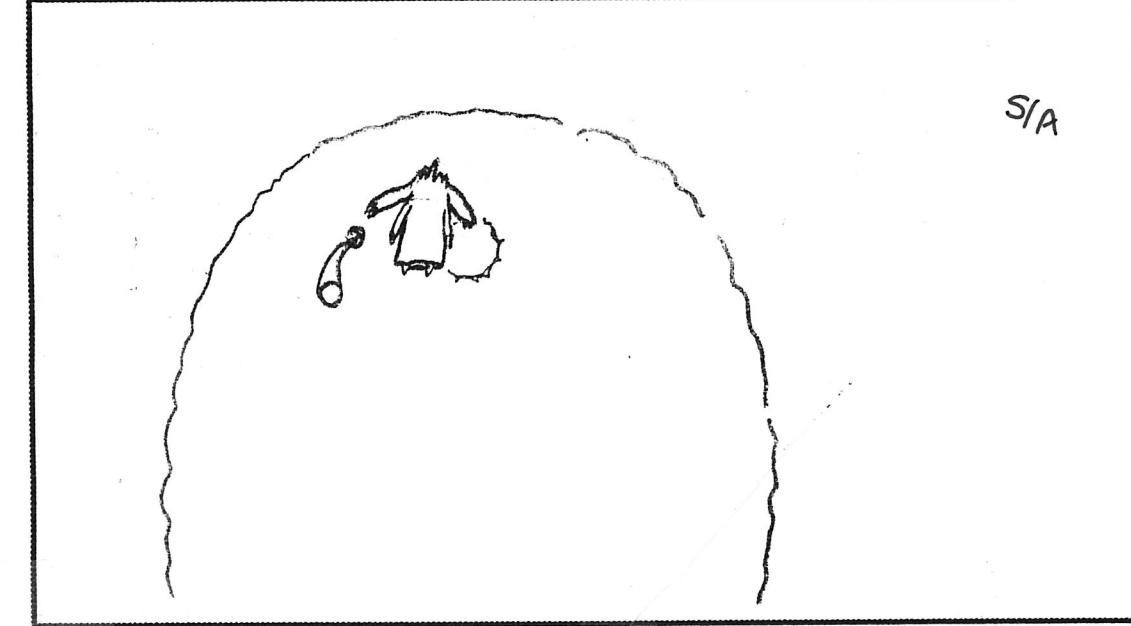
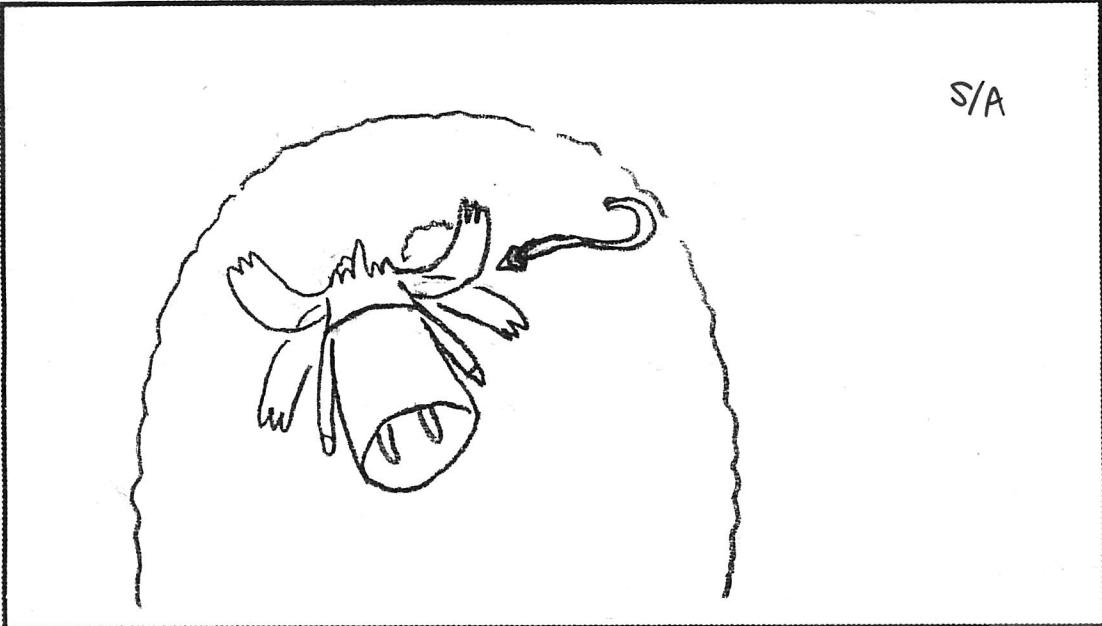
day night

Sc. 79

Pnl. F

Bg.

day night



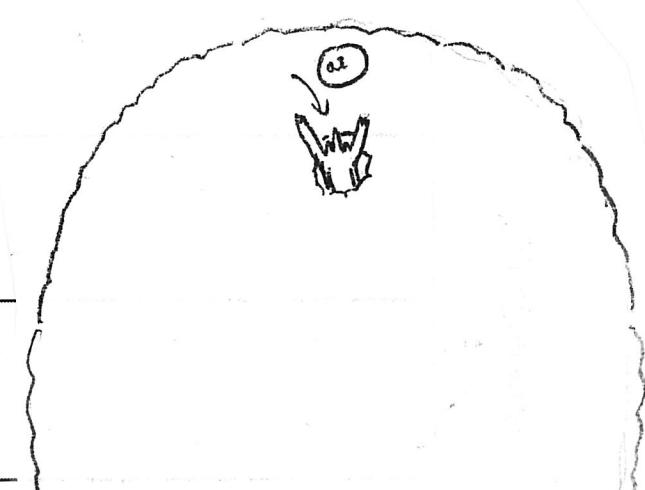
Dialog:

PPP : [CRYING] —————

Action:

- PPP FLIES BACK INTO THE PURPLE PLACE.

Timing:



EPISODE # 1034-235

1034-235

# ADVENTURE TIME



Page 132

Sc. 80

Pnl. A

Bg.

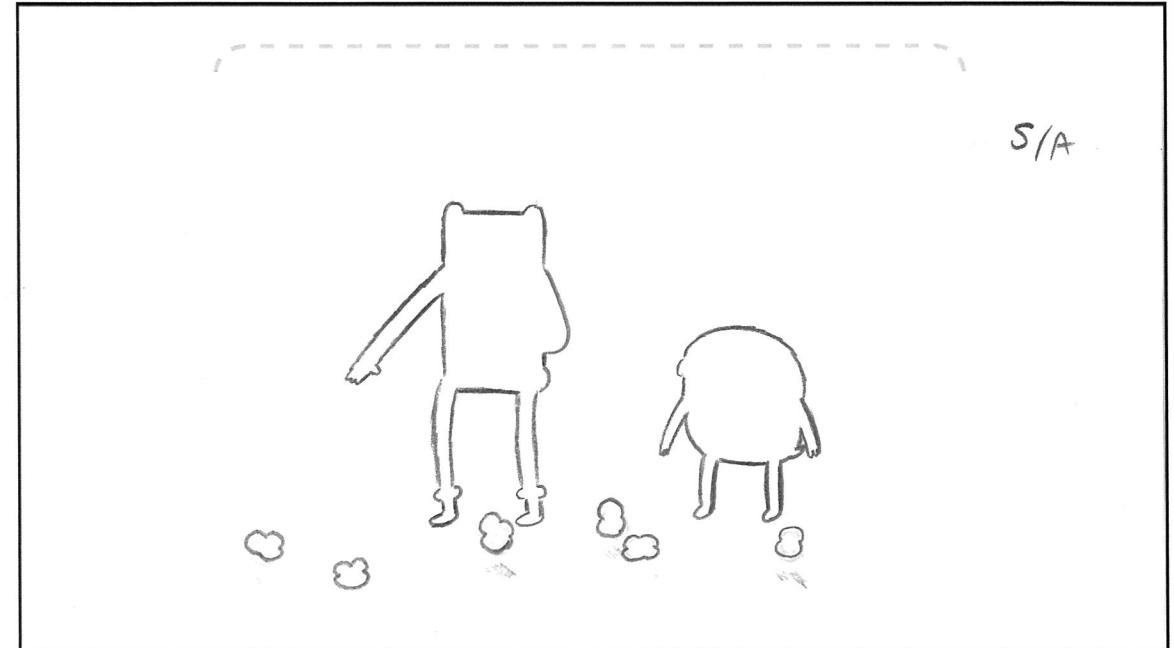
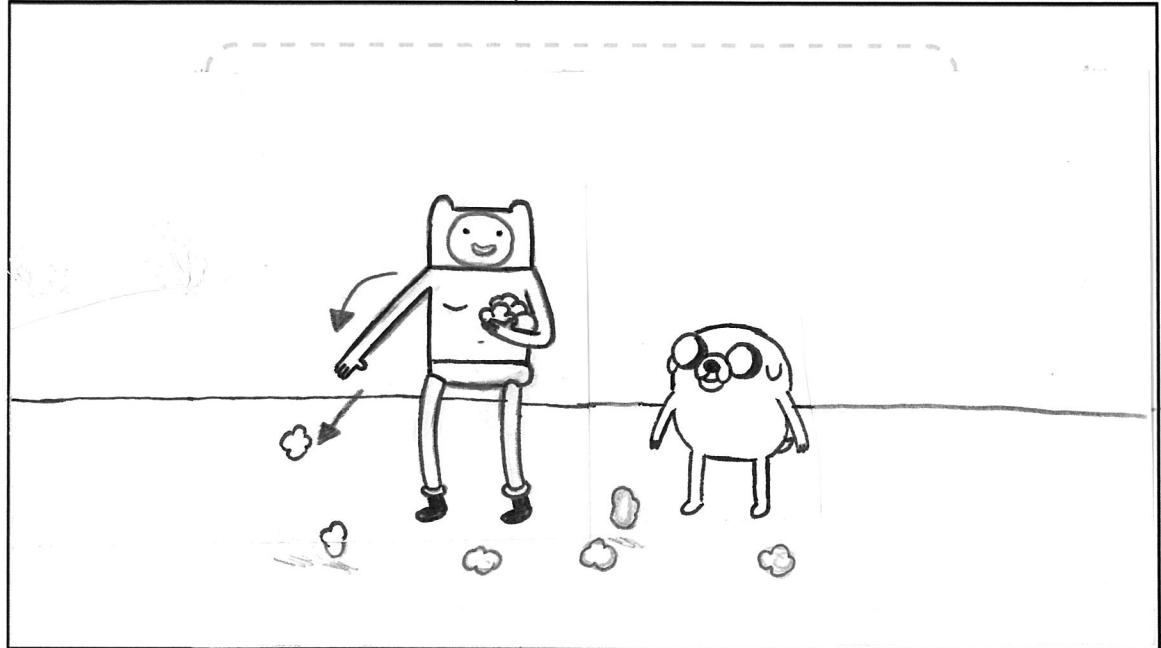
day night

Sc. 80

Pnl. B

Bg.

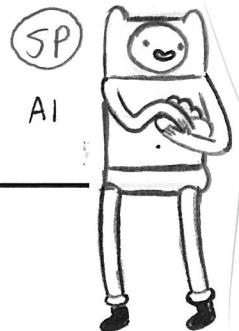
day night



S/A

**Dialog:**

J: HAH-- what a great gal.



A1

**Action:**

-F. THROWS PURPLES  
AT GROUND.

**Timing:**

1034-235

EPISODE #

Production :

# ADVENTURE TIME



Page 133

Sc. 80

Pnl. C

Bg.

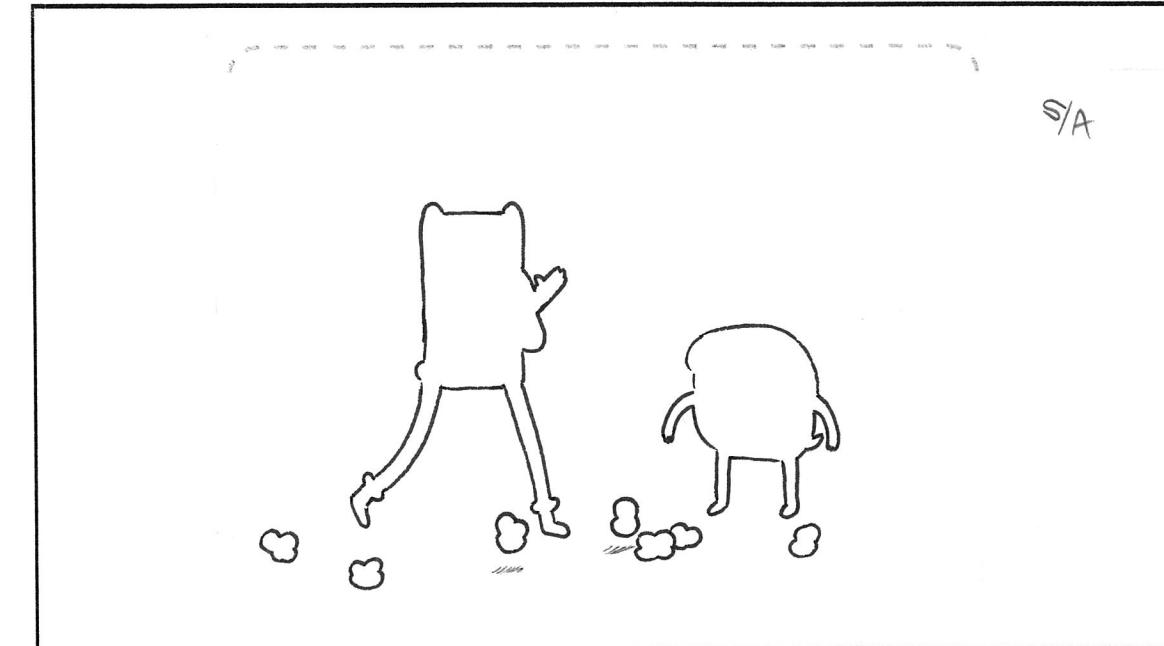
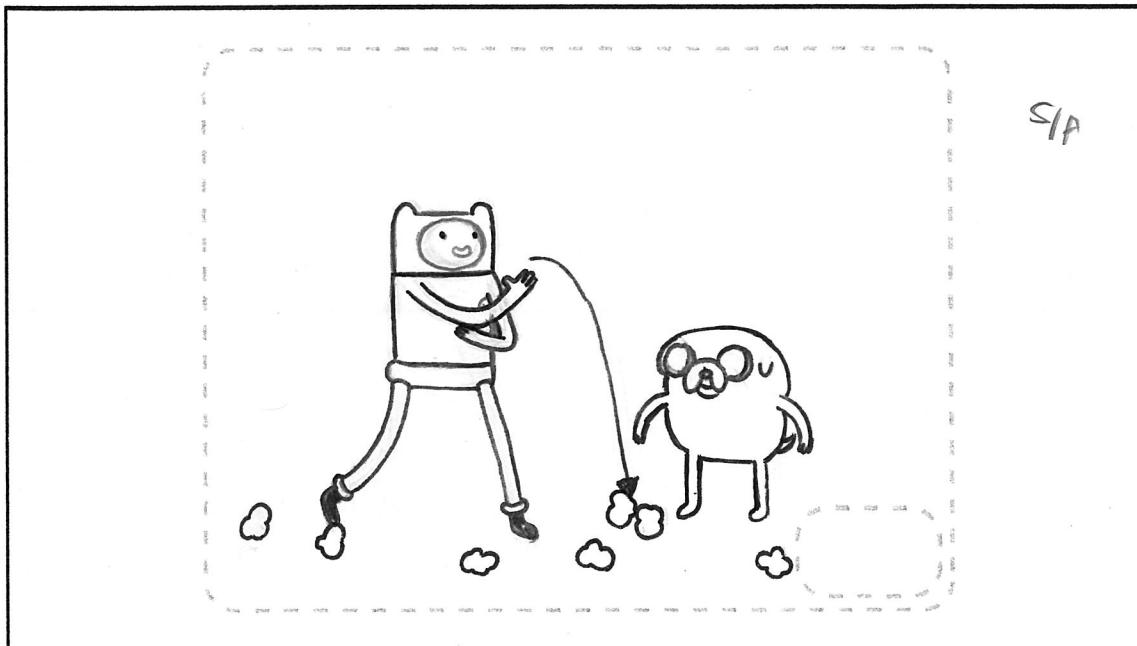
day night

Sc. 80

Pnl. D

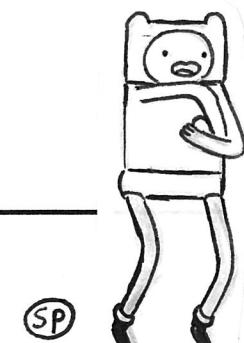
Bg.

day night



**Dialog:**

(F) YEAHH ...



**Action:**

**Timing:**

1034-235

EPISODE #

Production :

# ADVENTURE TIME



Page 134

Sc. 80

Pnl. E

Bg.

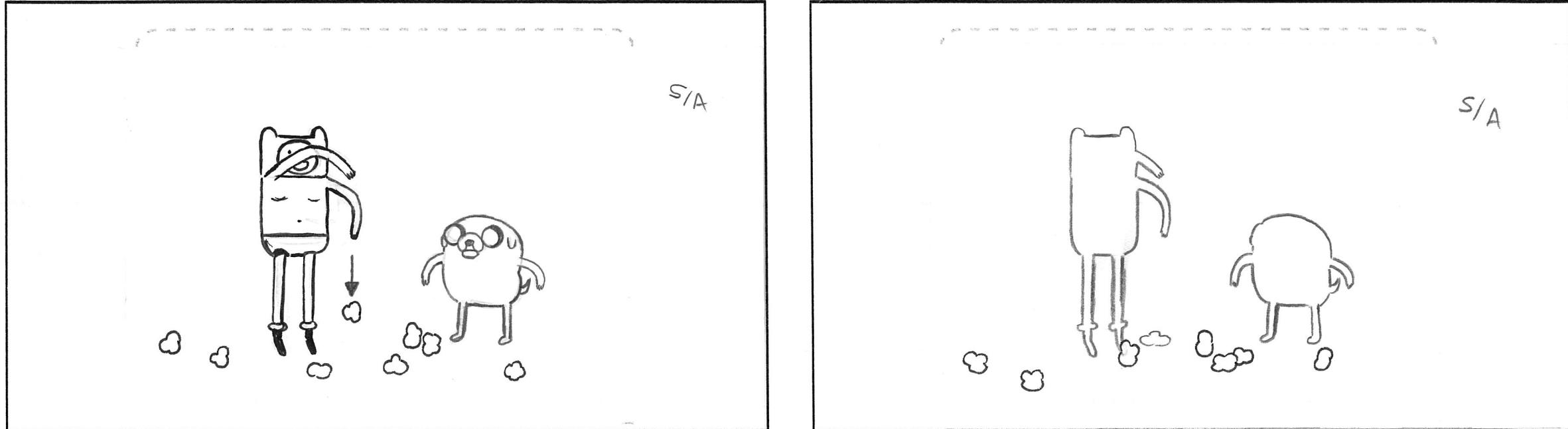
day night

Sc. 80

Pnl. f

Bg.

day night



Dialog:



Action:

- F. DROPS PURPLES.

Timing:

Production :

1034-235

EPISODE #

# ADVENTURE TIME



Page 135

Sc. 80

Pnl. G

Bg.

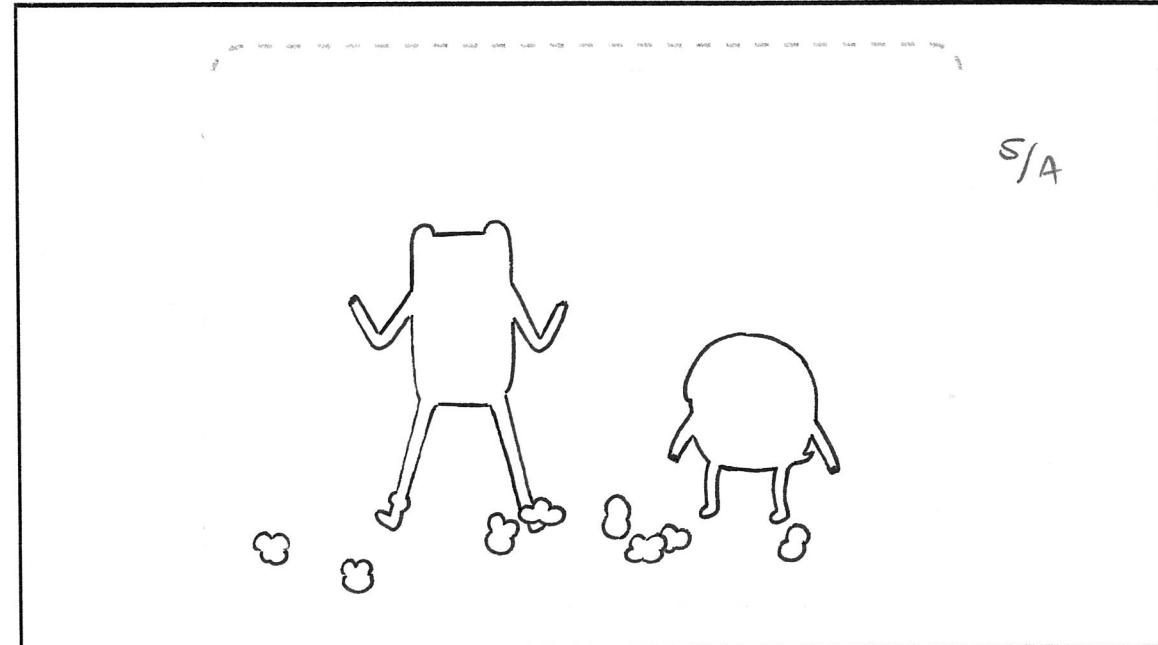
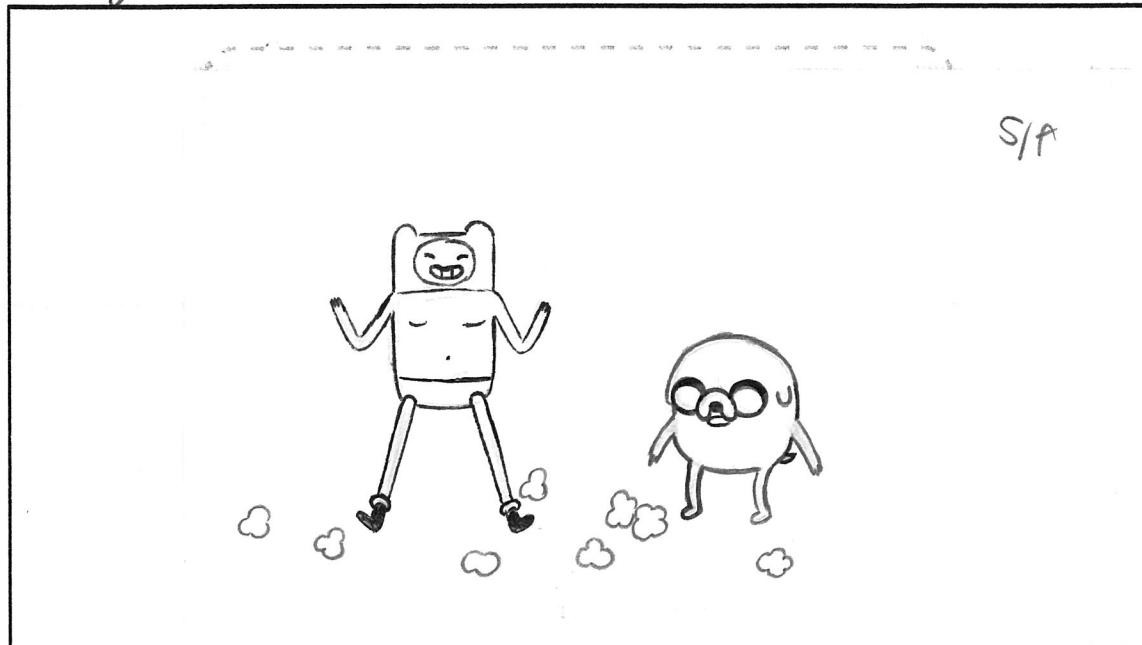
day night

Sc. 80

Pnl. H

Bg.

day night



Dialog:

Action:

Timing:

Production :

EPISODE # 1034-235

1034-235

# ADVENTURE TIME

Sc. 80

Pnl. I

Bg.



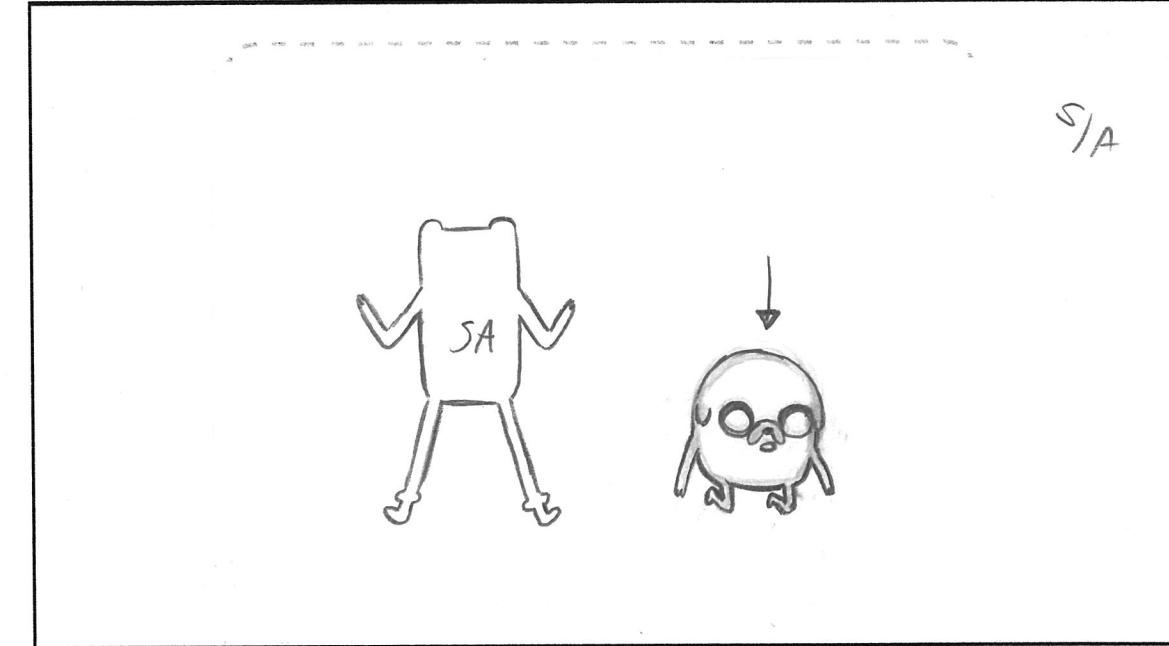
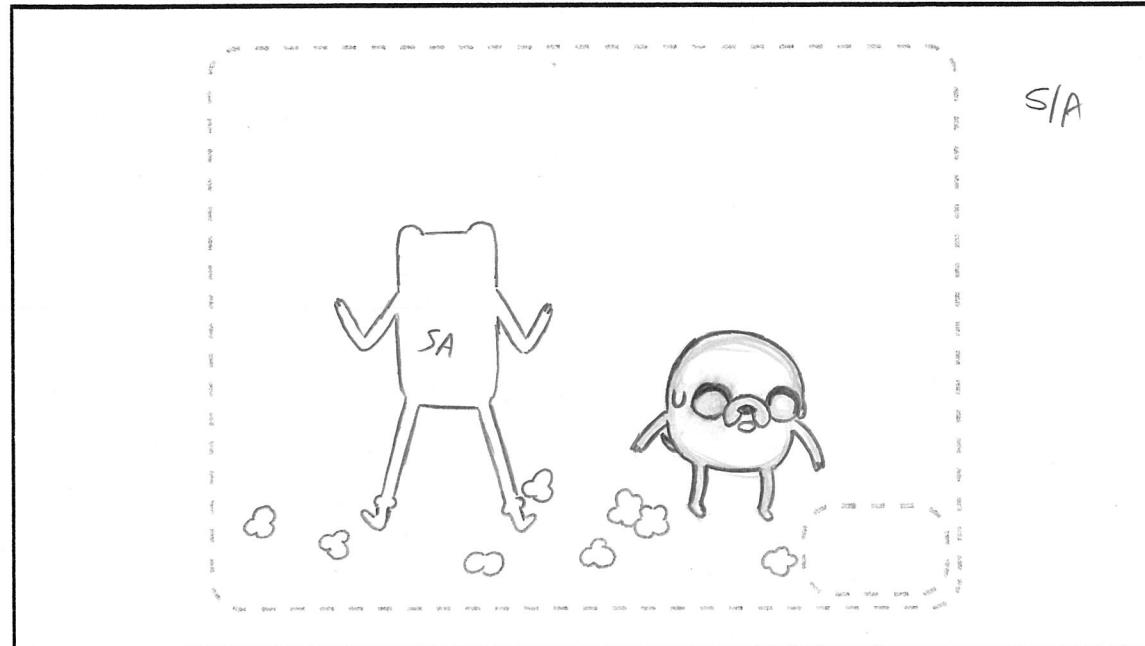
day night

Sc. 80

Pnl. J

Bg.

Page 136



### Dialog:

(DREAMY)

JAKE: PURPLES..

### Action:

- J. DROPS TO HIS KNEES.

### Timing:

1034-235

EPISODE #

Production :

# ADVENTURE TIME



Page 137

Sc. 81

Pnl. A

Bg.

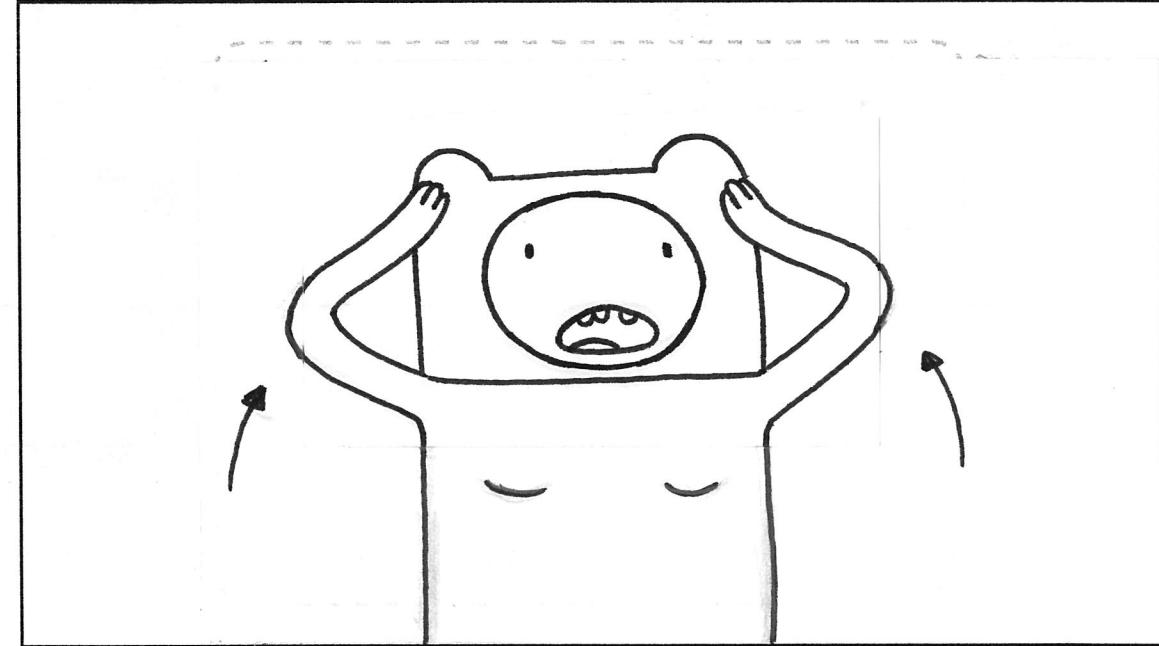
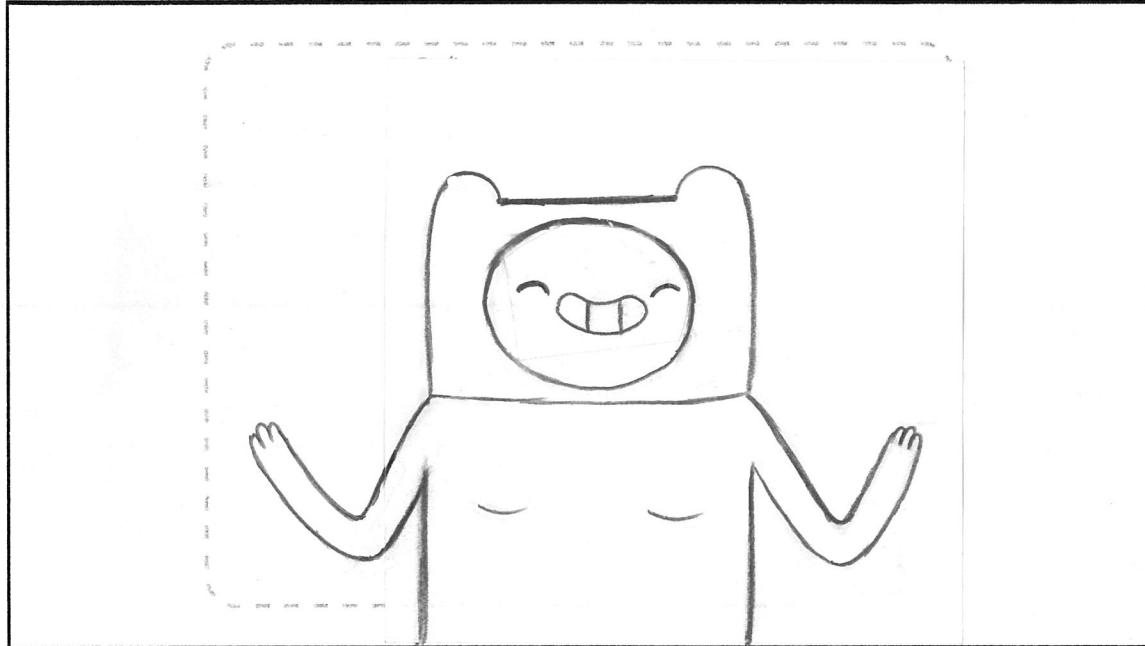
day night

Sc. 81

Pnl. B

Bg.

day night



Dialog:

S.P.

F: Wait! What were we doing?

JUS

Action:

Timing:

Production :

1034-235

EPISODE #

# ADVENTURE TIME



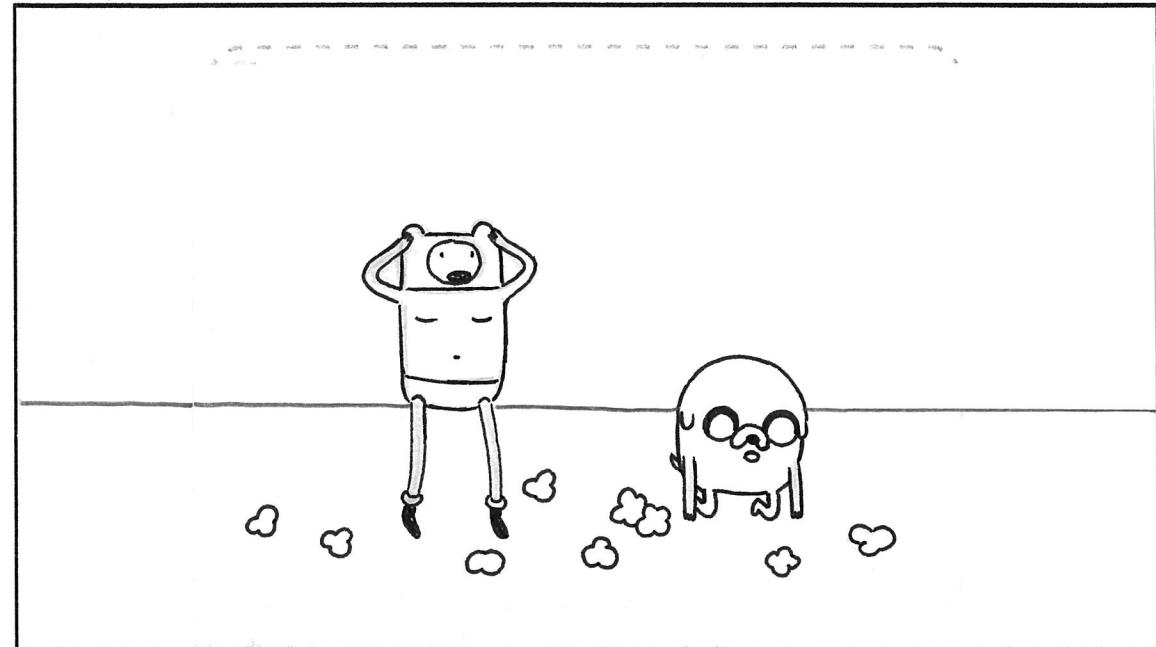
Page 138

Sc. 82

Pnl. A

Bg.

day night

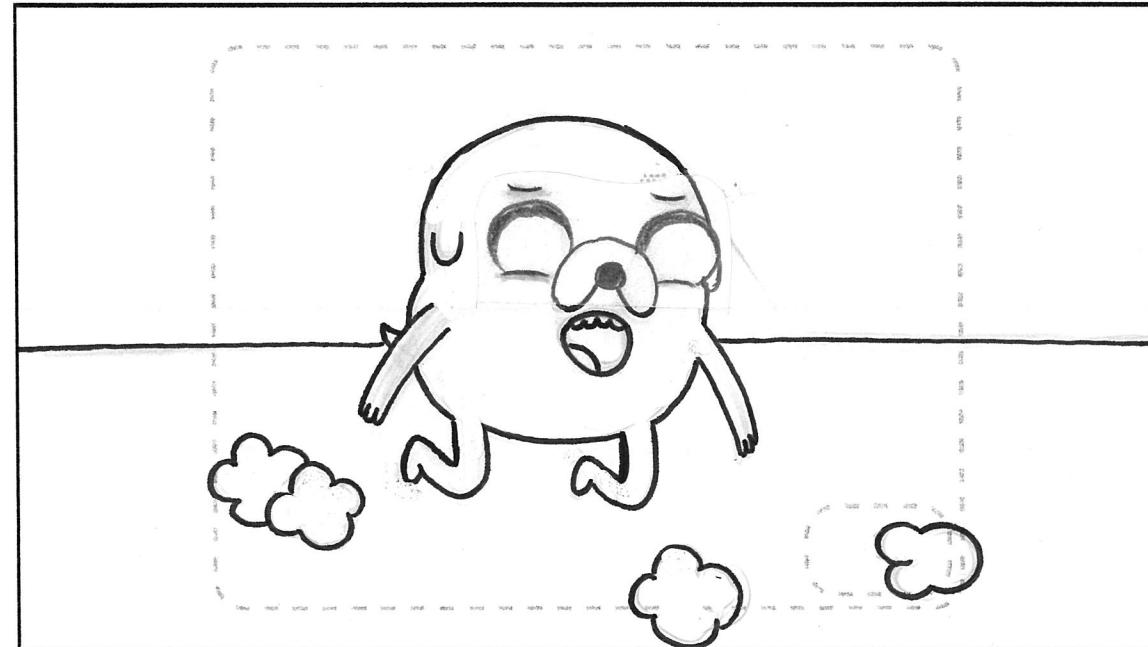


Sc. 83

Pnl. A

Bg.

day night



Dialog:

E: WE... We... who are we?

J: Ugh...

Action:

Timing:



Production :

EPISODE # 1034-235

EPISODE # 1034-235

# ADVENTURE TIME



Page 139

Sc. 83

Pnl. B

Bg.

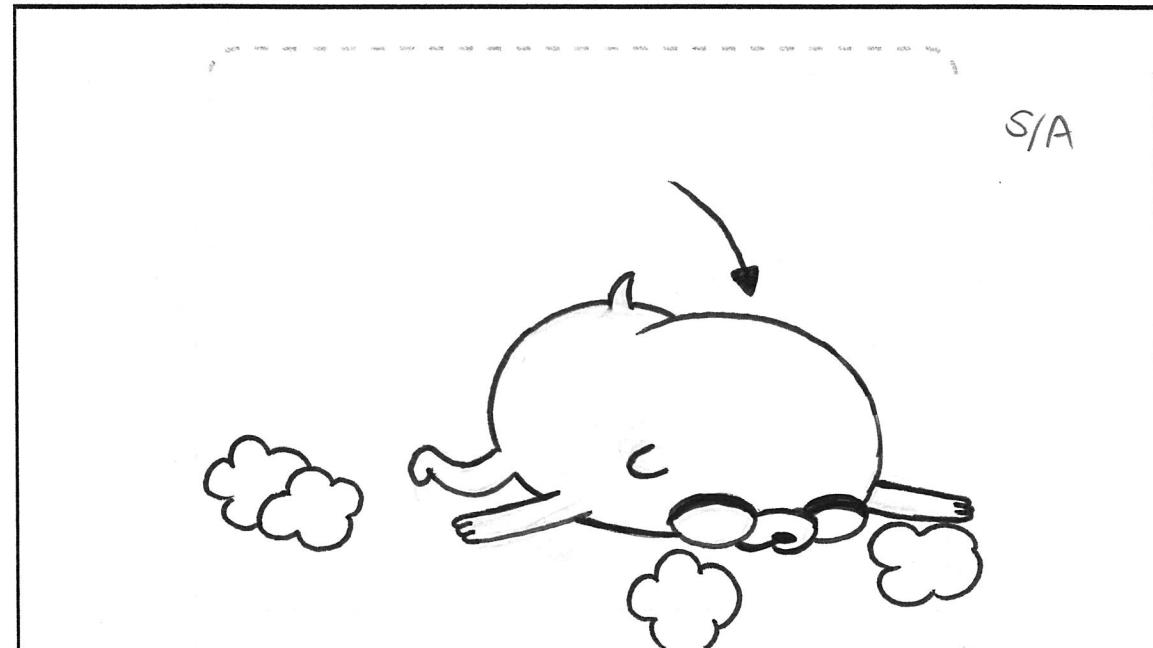
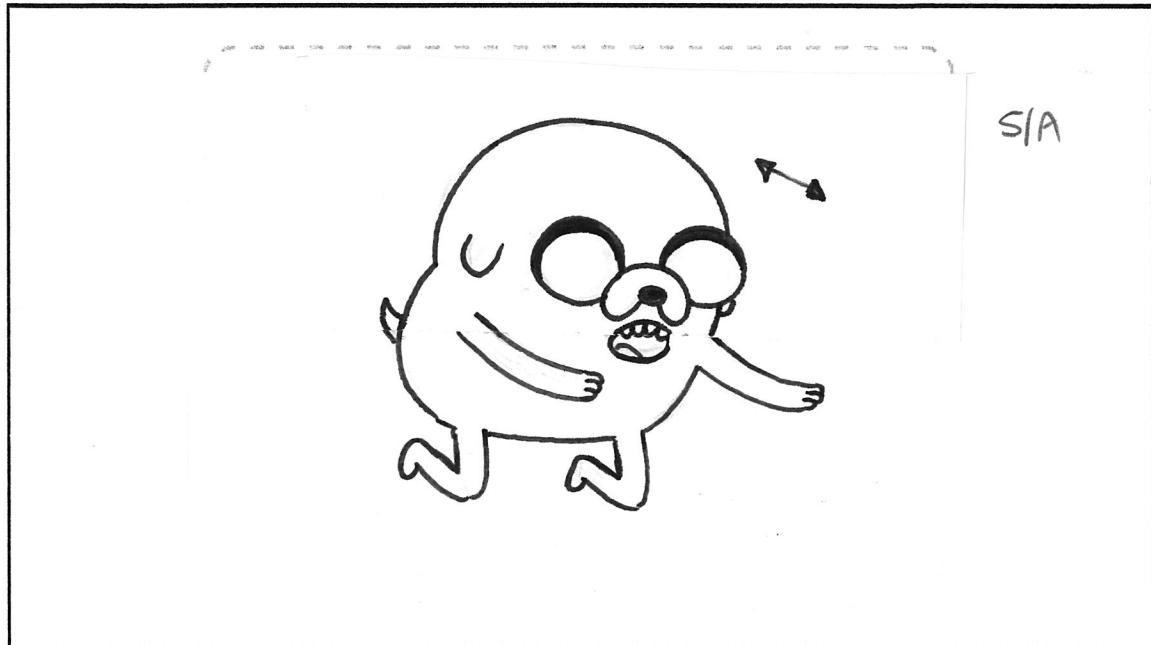
day night

Sc. 83

Pnl. C

Bg.

day night



Dialog:

J: I dunno man.



J: But I like these things...

Action:

- J. SWAYING.

- J. FLAPS INTO PURPLES.

Timing:

1034-235

EPISODE #

Production :

# ADVENTURE TIME



Page 140

Sc. 84

Pnl. A

Bg.

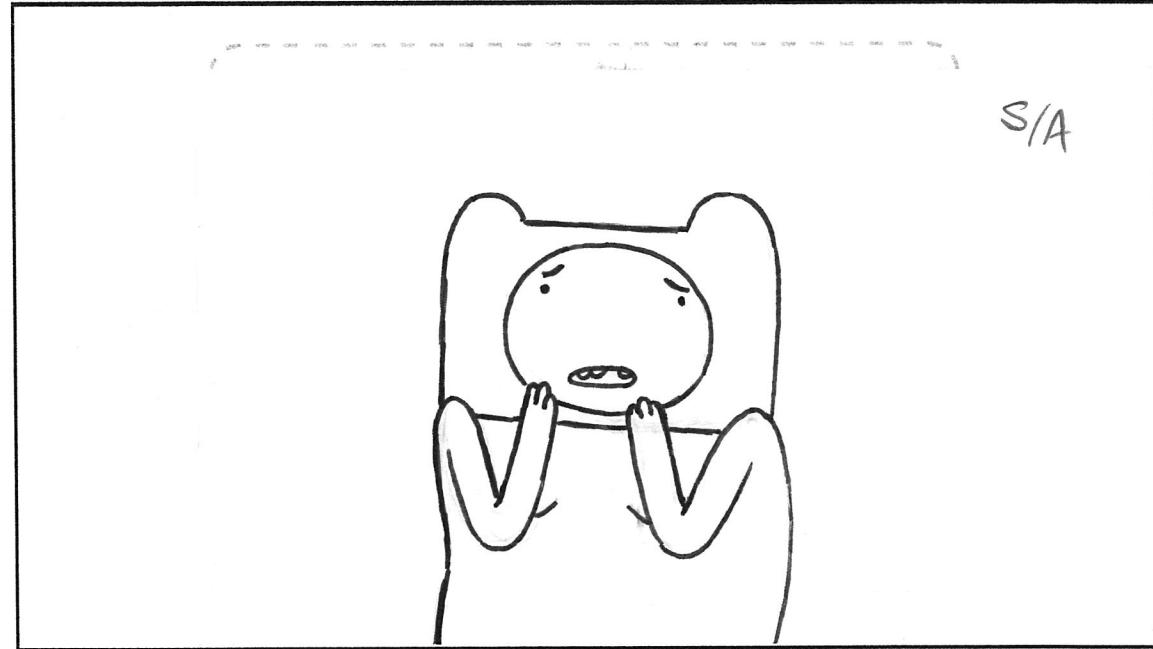
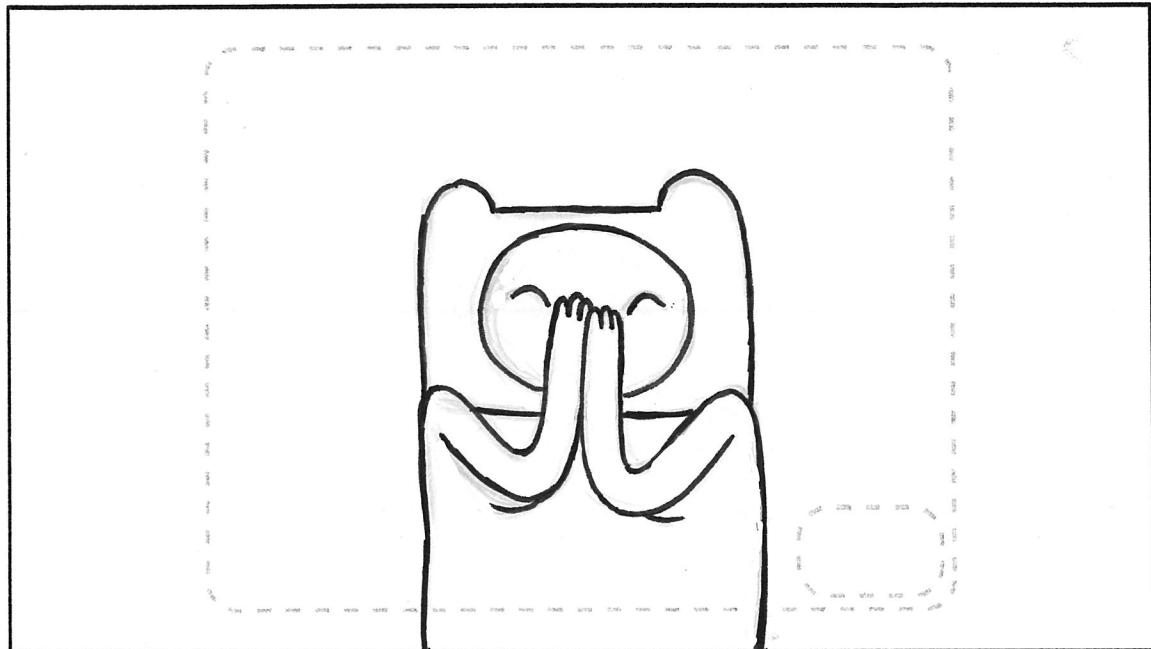
day night

Sc. 84

Pnl. B

Bg.

day night



**Dialog:**

F: Foon... I'm Foon...

**Action:**

-FINN THINKS.

**Timing:**

# ADVENTURE TIME



Page 141

Sc. 84

Pnl. C

Bg.

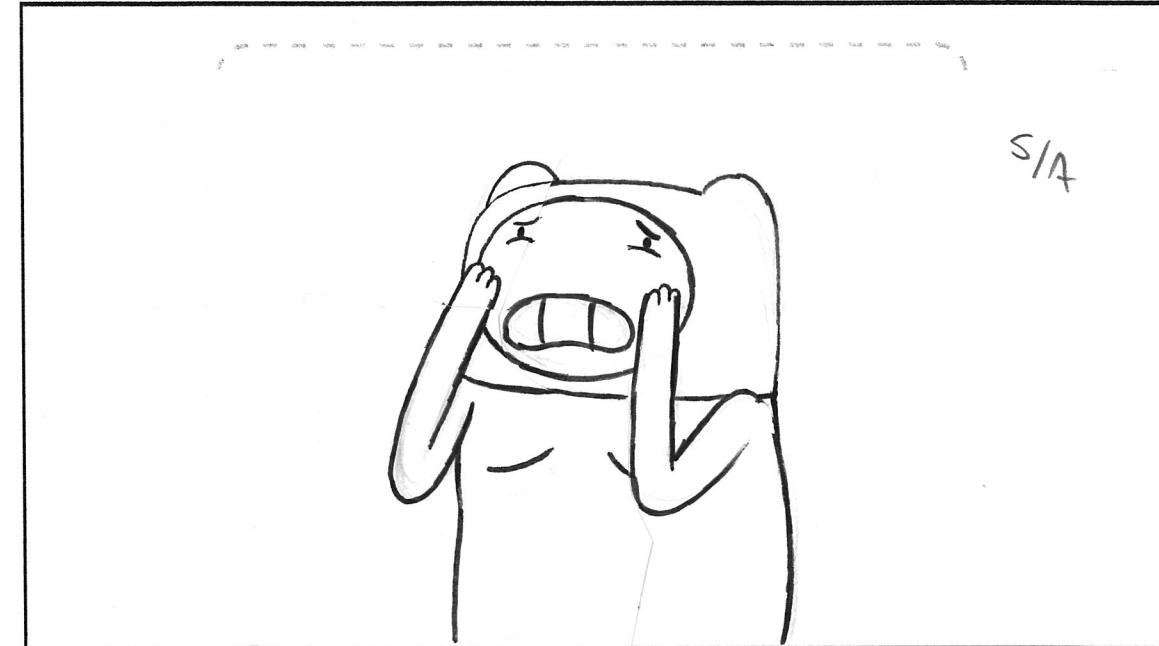
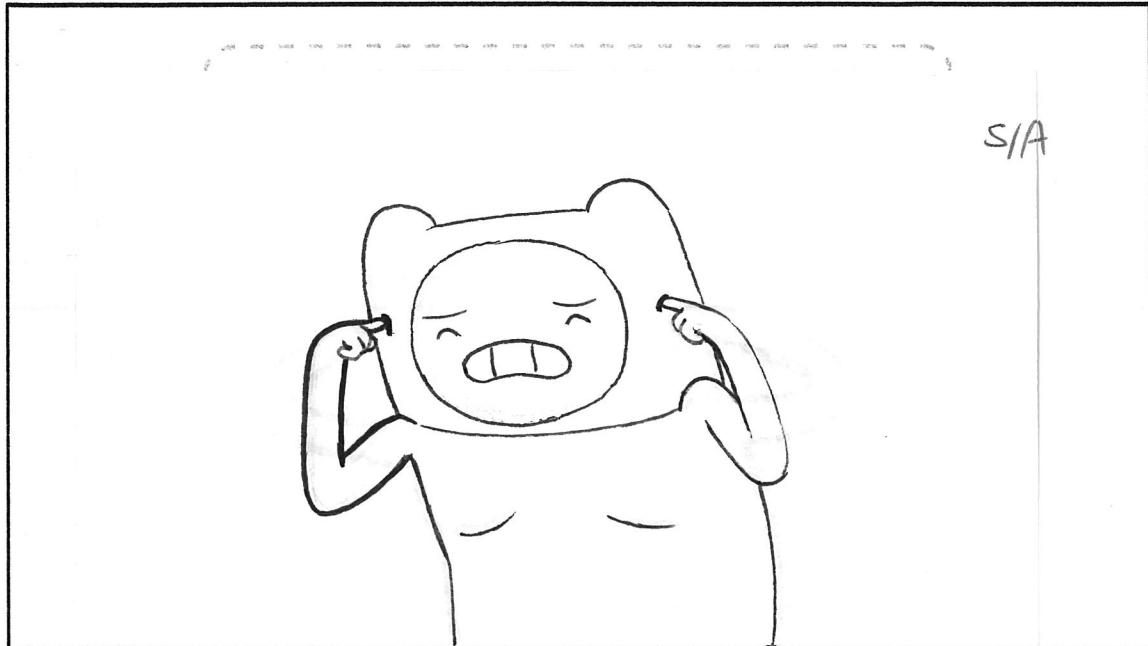
day night

Sc. 84

Pnl. D

Bg.

day night



Dialog:

F: [STRAINING]

Action:



-F, WRACKS HIS BRAIN.

Timing:

# ADVENTURE TIME



Page 142

Sc. 84

Pnl. E

Bg.

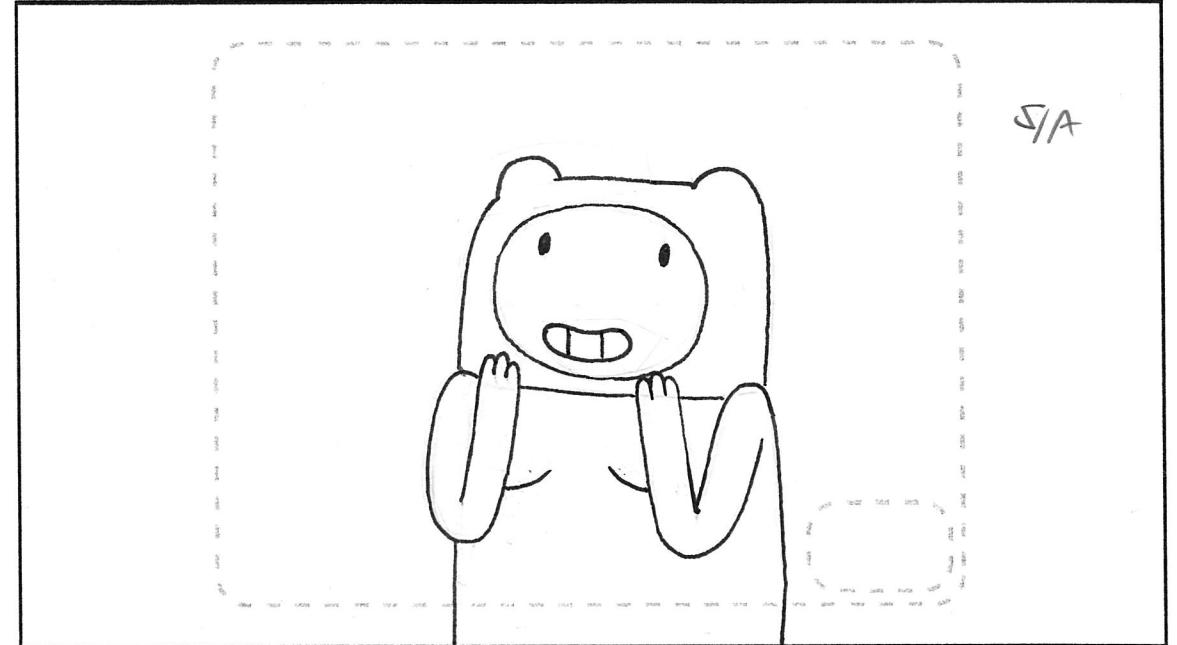
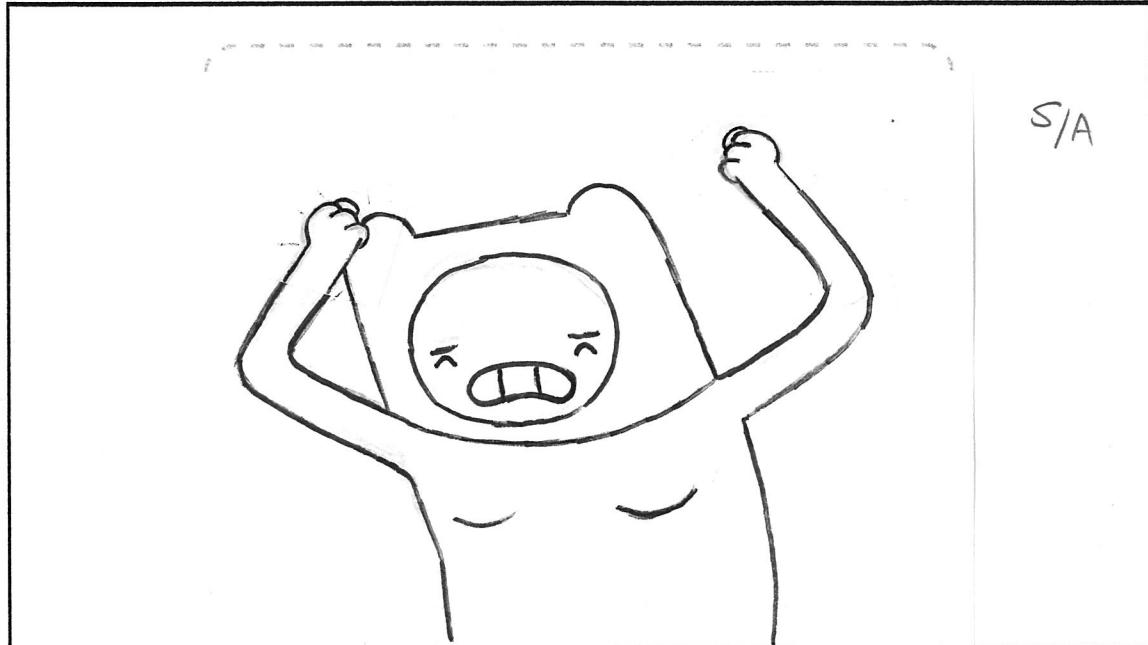
day night

Sc. 84

Pnl. F

Bg.

day night



## Dialog:

SFX: \* THMP-THMP \*

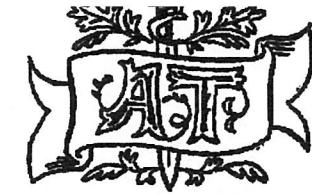
F: I'm . . . Fine.

## Action:



## Timing:

# ADVENTURE TIME



Page 143

Sc. 84

Pnl. G

Bg.

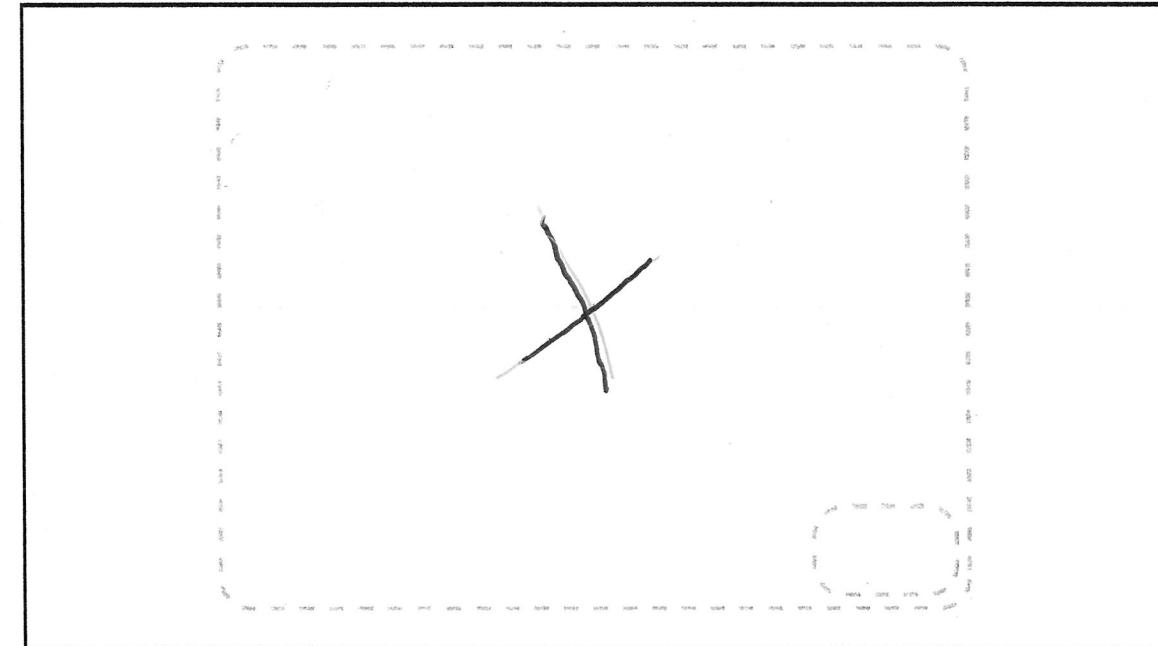
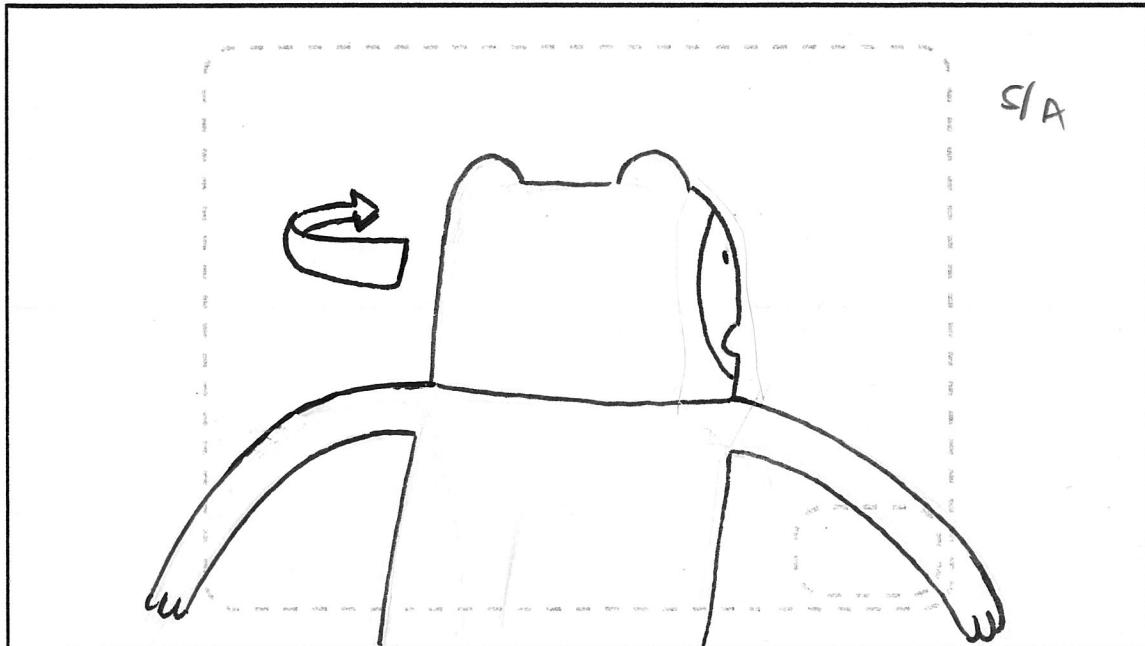
day night

Sc.

Pnl.

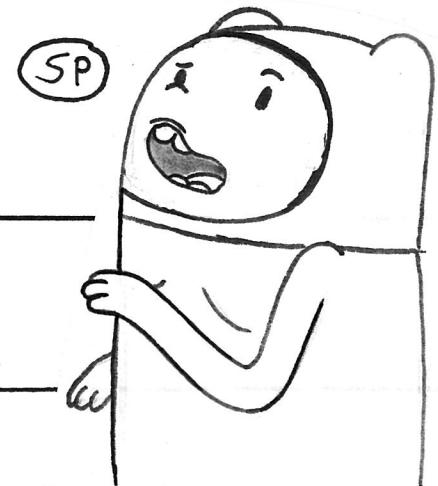
Bg.

day night



Dialog:

F: Huh?



Action:

- FINN SPINS  
AROUND

Timing:

1034-235

EPISODE #

Production :

# ADVENTURE TIME



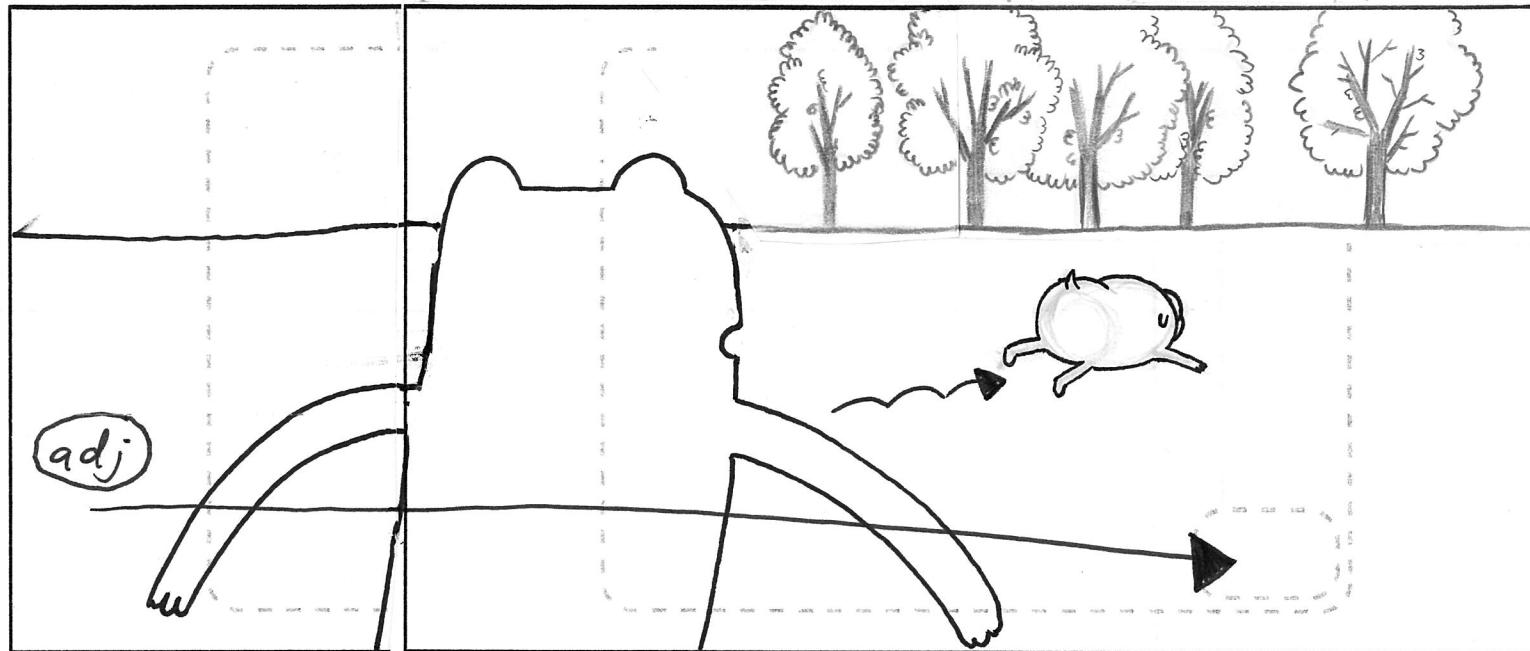
Page 144

Sc. 84

Pnl. H

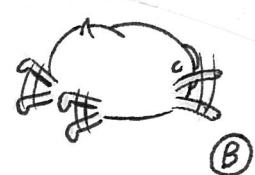
Bg.

day night



Dialog:

① [ STRUGGLING ]



Action:

-PAN OVER TO JAKE "SWIMMING ON GROUND.

Timing:

Production :

1034-235

EPISODE #

# ADVENTURE TIME

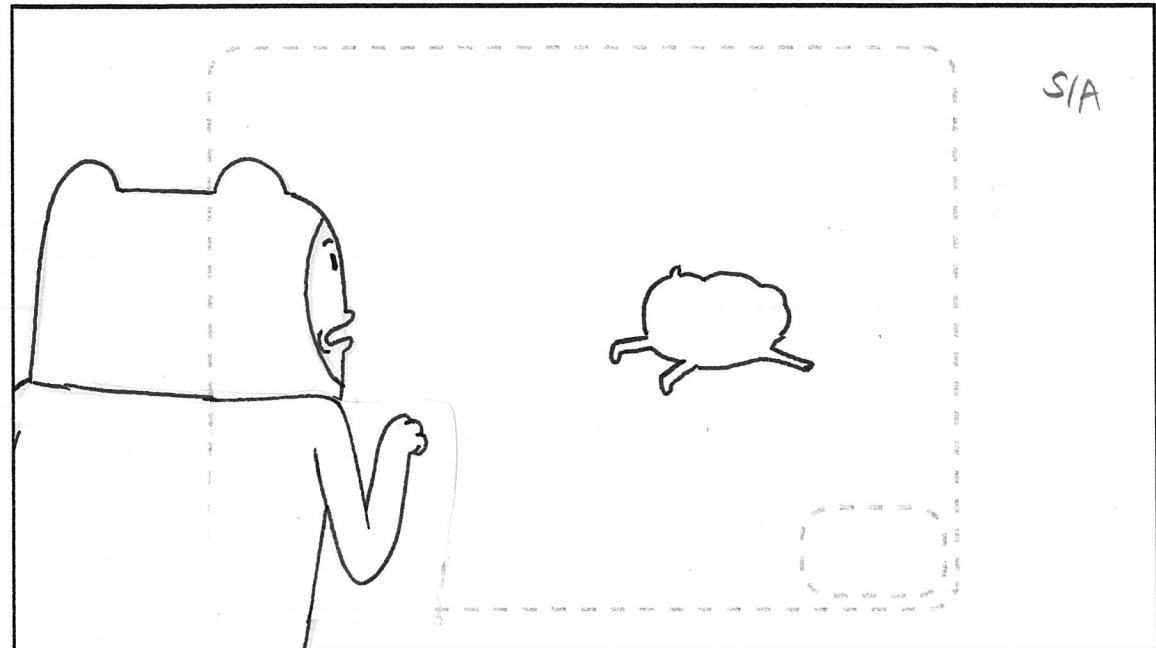


Sc. 84

Pnl. I

Bg.

day night

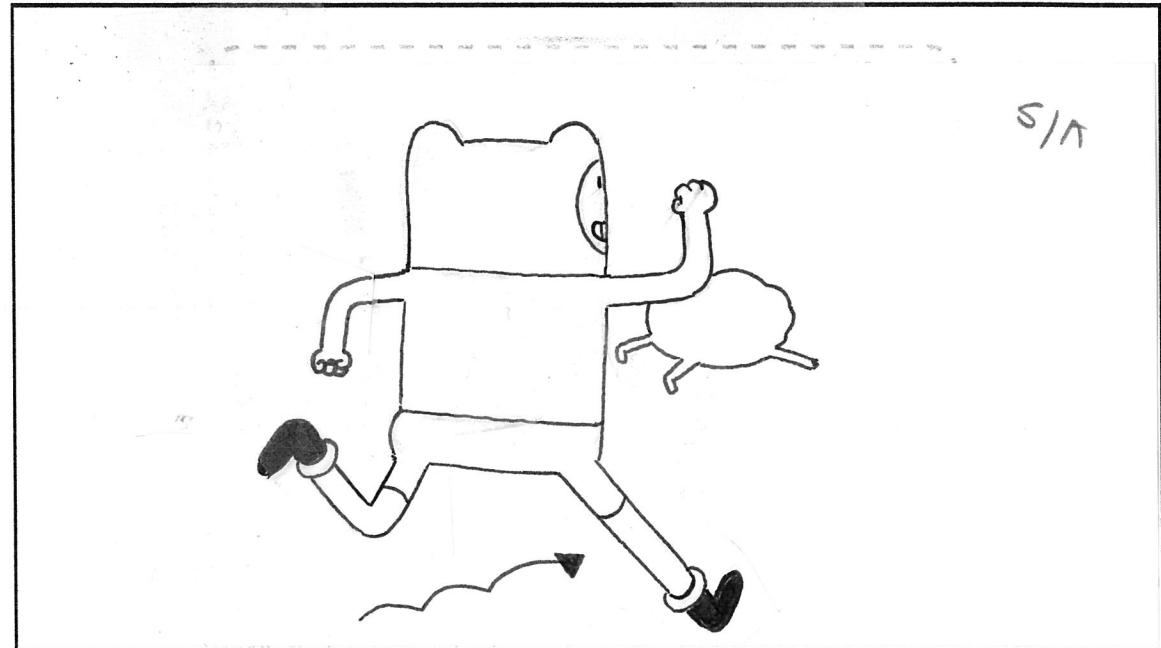


Sc. 84

Pnl. J

Bg.

day night



## Dialog:

(F)

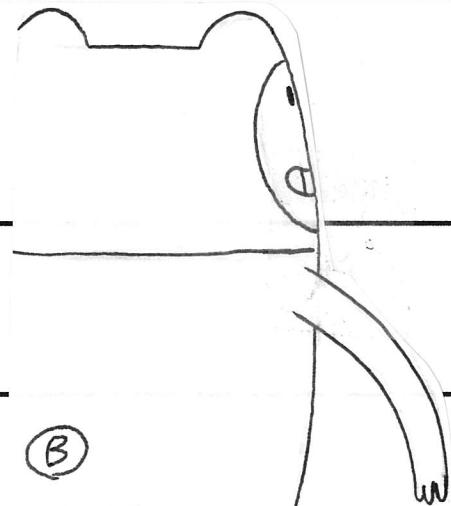
JA... JA...

(F)

J A A A A --

## Action:

-F. STARES AT JAKE.



-F. RUNS TOWARDS JAKE.

## Timing:

(B)

# ADVENTURE TIME

Sc. 84

Pnl. K

Bg.



day night

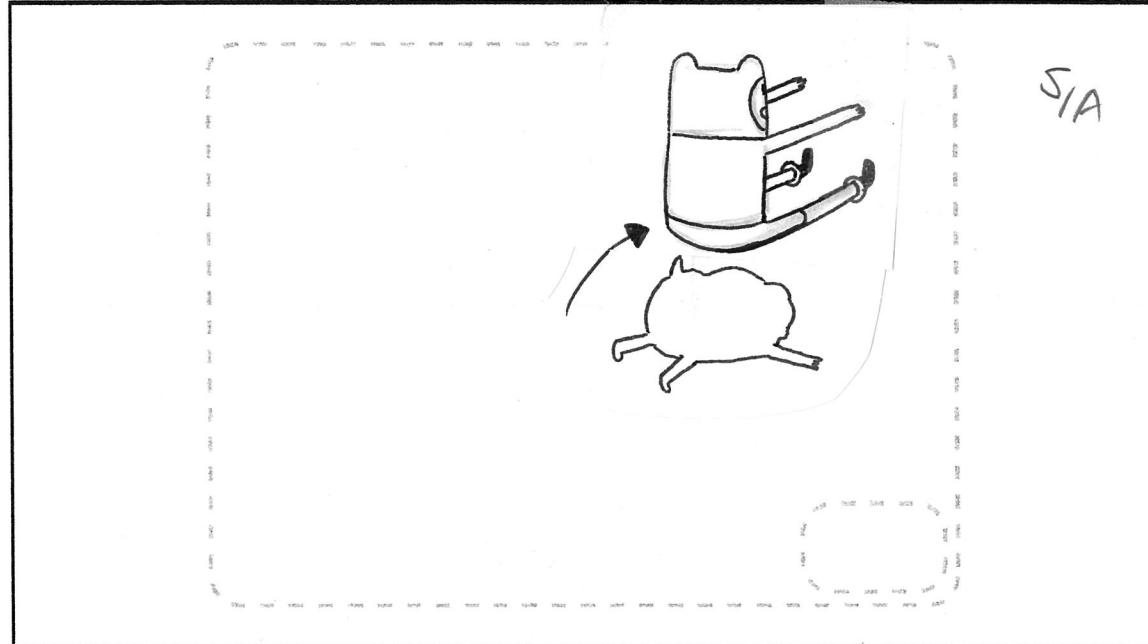
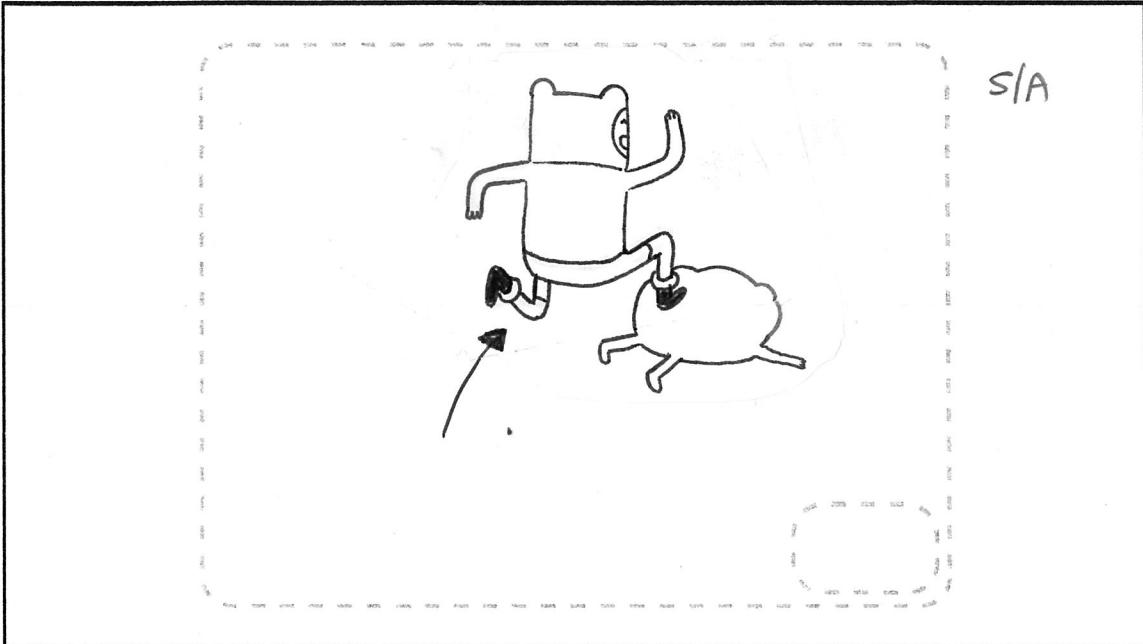
Sc. 84

Pnl. L

Bg.

day night

Page 146



**Dialog:**

FINN: AAAUUUUUMP!

**Action:**

-f. JUMPS.

**Timing:**

# ADVENTURE TIME

Sc. 84

Pnl. M

Bg.



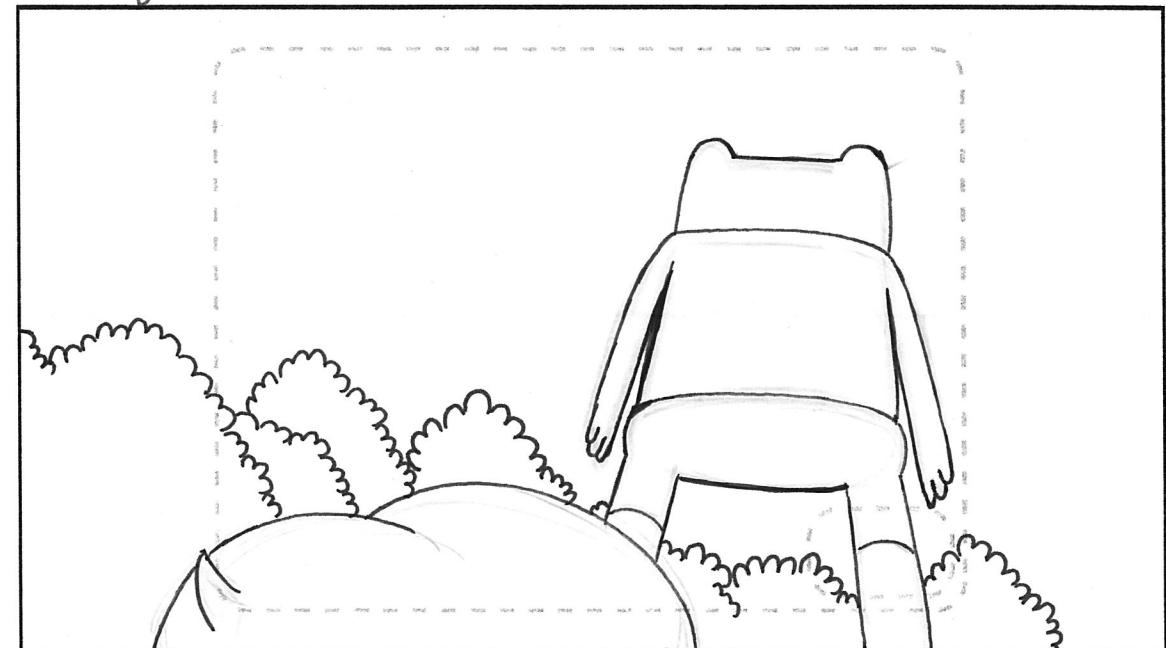
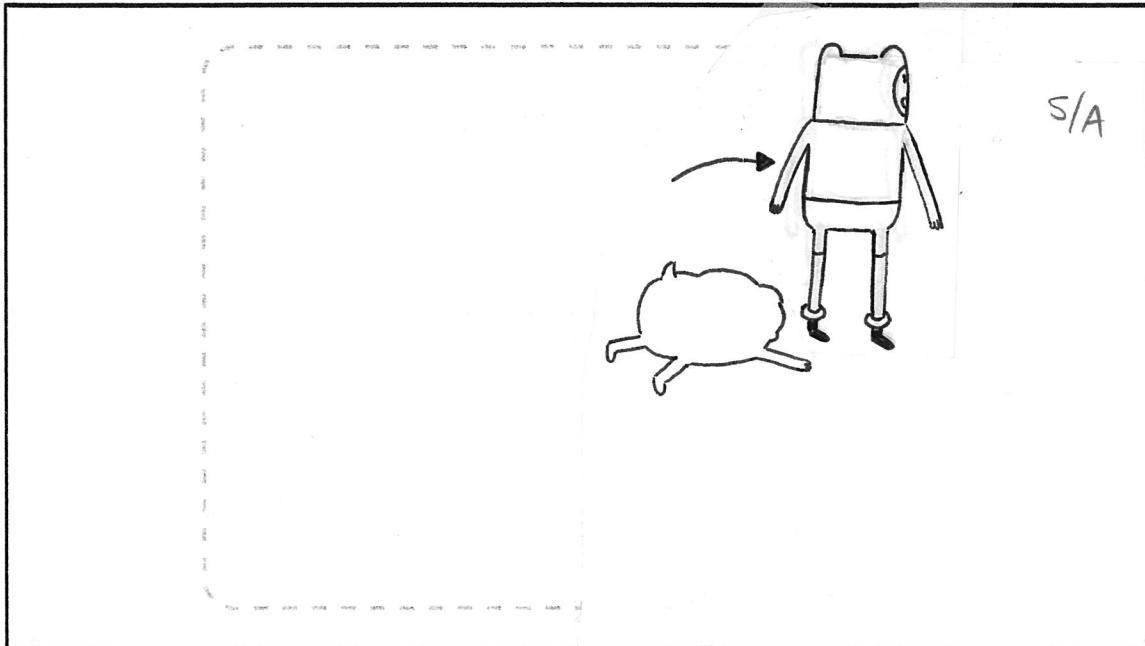
day night

Sc. 85

Pnl. A

Bg.

day night



Dialog:

(F)

HELLO . . .

Action:

-F. LANDS IN FRONT of JAKE.

Timing:

Production :

EPISODE #

1034-235

Page 147

# ADVENTURE TIME



Page 148

Sc. 85

Pnl. B

Bg.

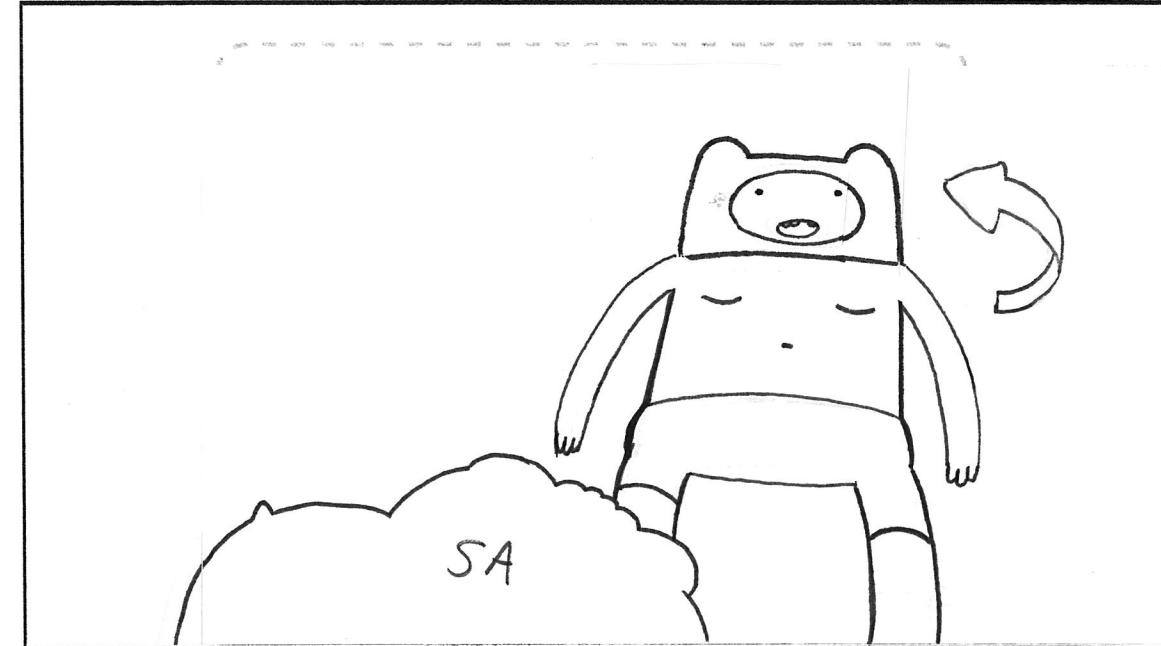
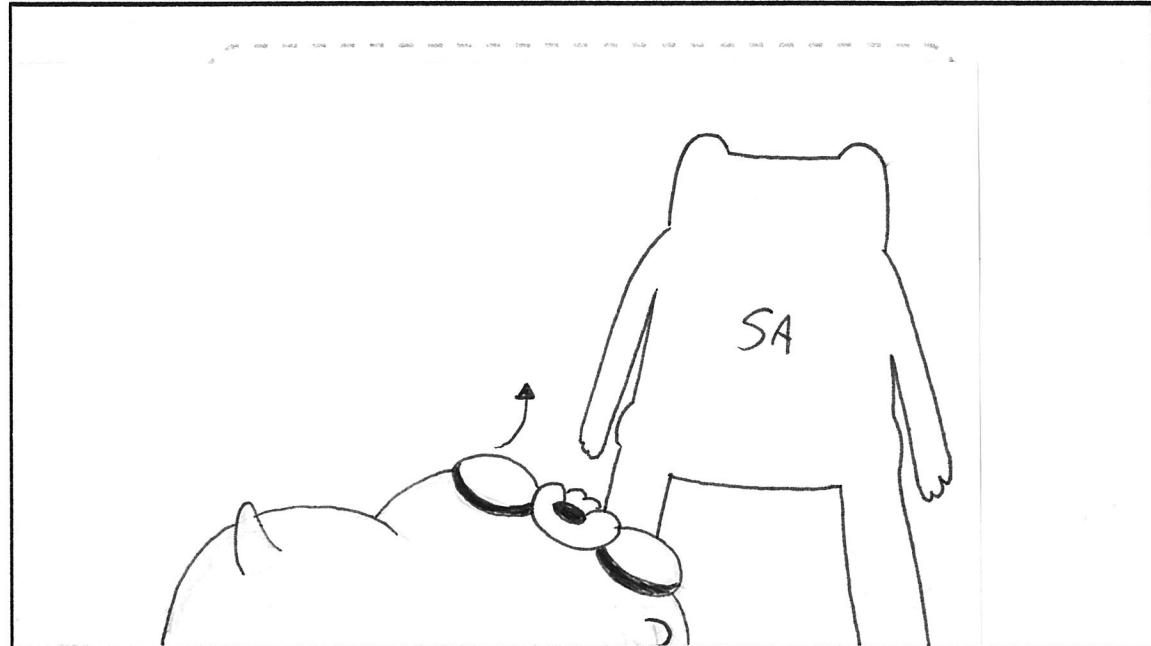
day night

Sc. 85

Pnl. C

Bg.

day night



Dialog:

F: Are you a lost dog.

Action:

Jake looks up.

-F. TURNS AROUND

Timing:

Production :

1034-235

EPISODE #

# ADVENTURE TIME



Page 149

Sc. 85

Pnl. D

Bg.

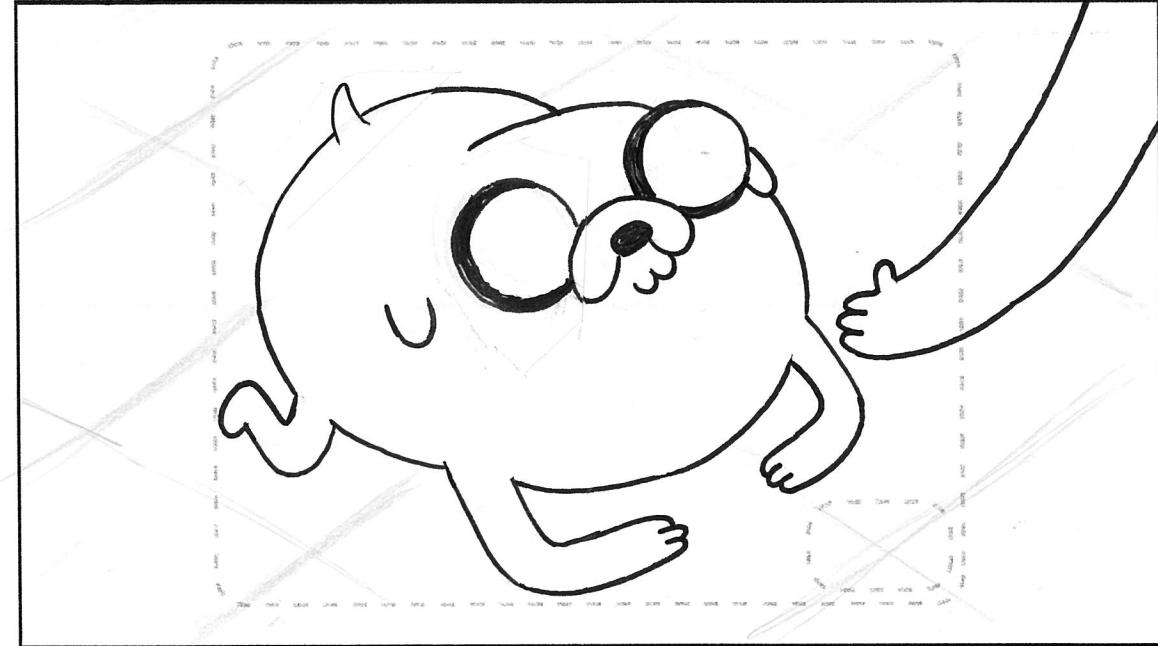
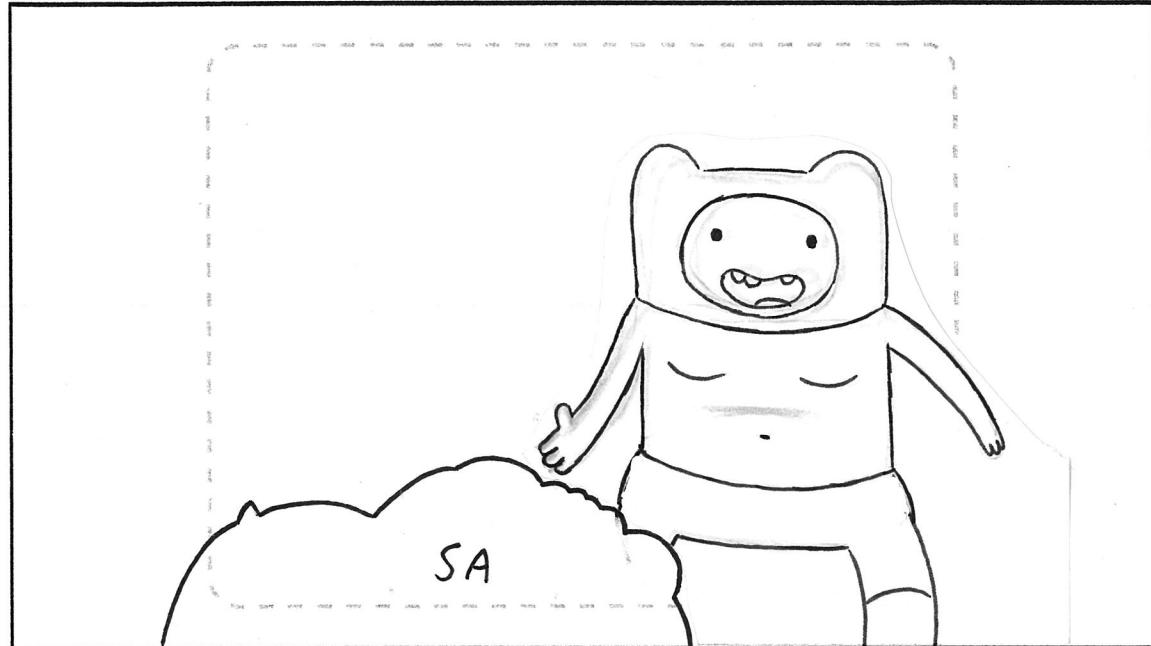
day night

Sc. 86

Pnl. A

Bg.

day night



**Dialog:**

F: I am boy...

**Action:**

- F. OFFERS HAND TO JAKE.

**Timing:**

1034-235

EPISODE #

Production :

# ADVENTURE TIME



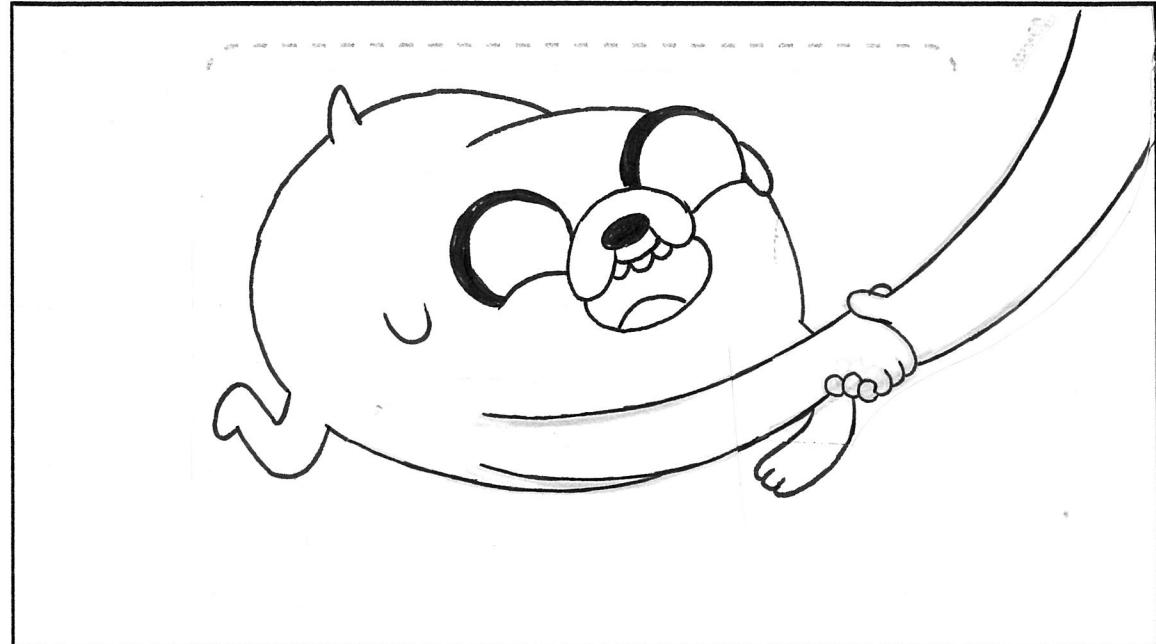
Page 150

Sc. 86

Pnl. B

Bg.

day night

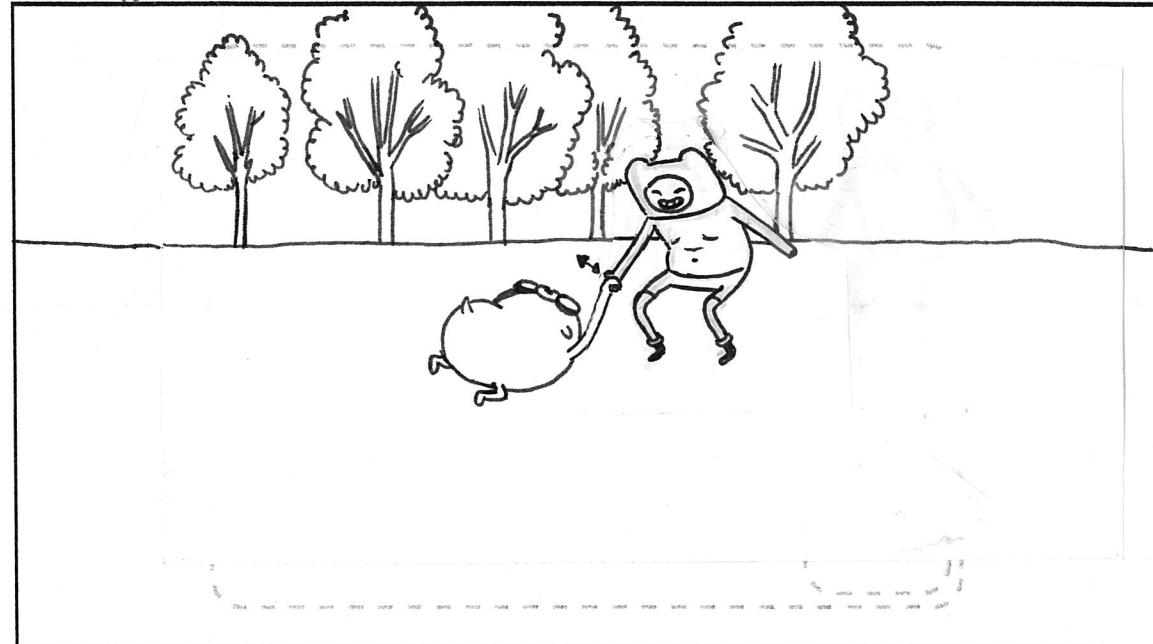


Sc. 87

Pnl. A

Bg.

day night



Dialog:

J: Uh, maybe?

F: We are boy and dog.

Action:

- F+J shake hands.

Timing:

# ADVENTURE TIME



Page 151

Sc. 87

Pnl. B

Bg.

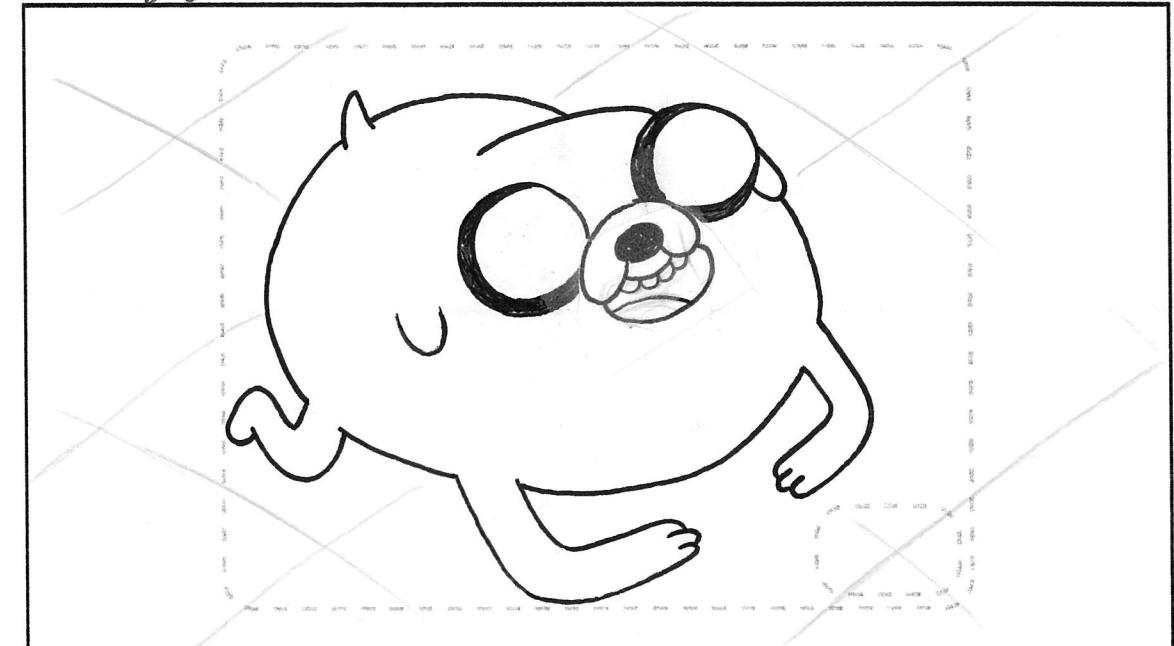
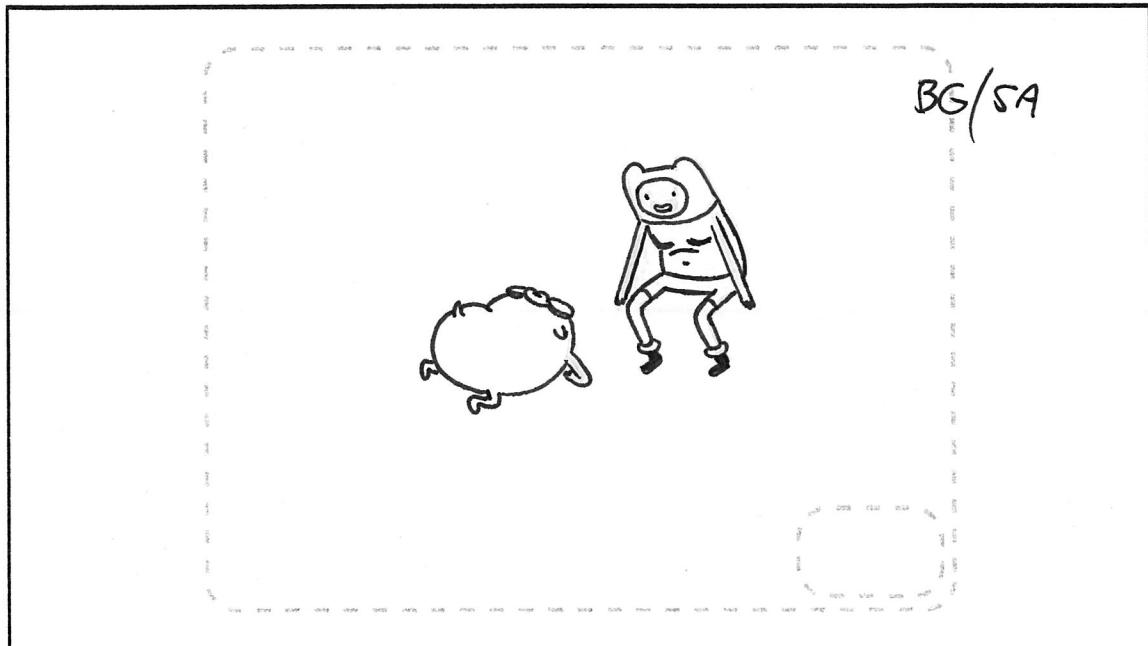
day night

Sc. 88

Pnl. A

Bg.

day night



Dialog:

F: DOG, what are you doing on the ground?

J: I'm...

Action:

Timing:

# ADVENTURE TIME



Page 152

Sc. 88

Pnl. B

Bg.

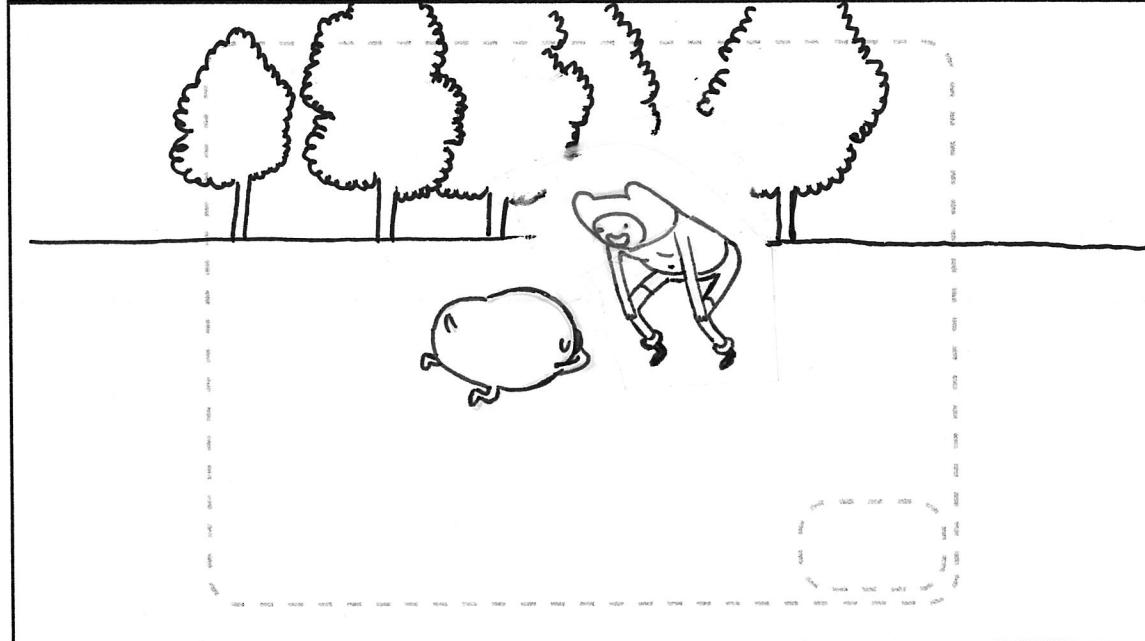
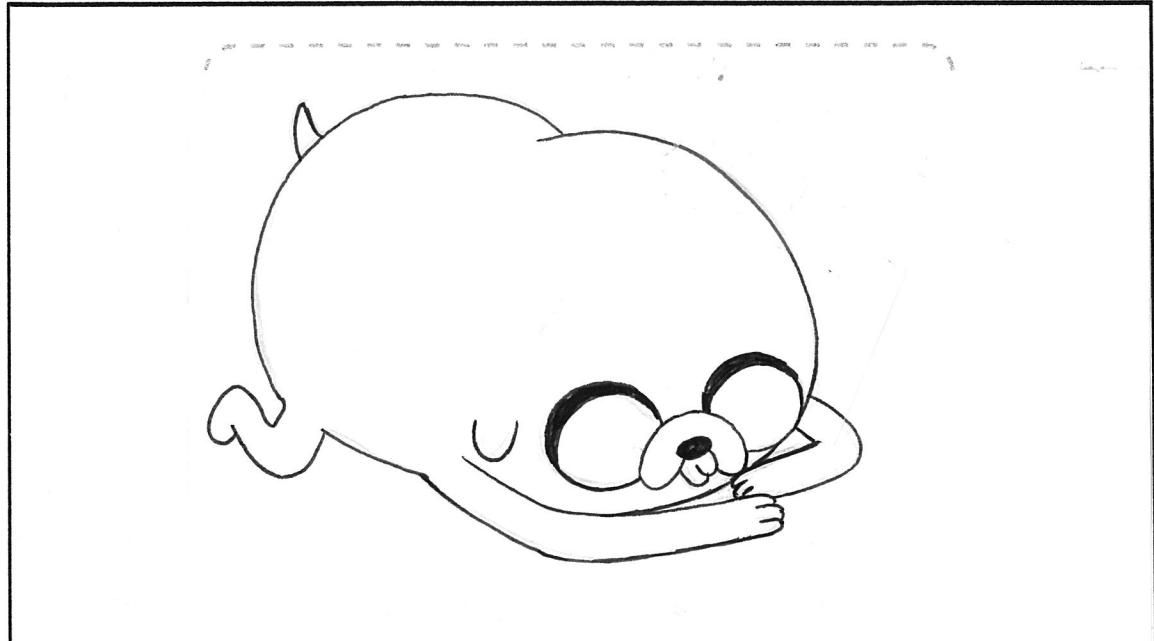
day night

Sc. 89

Pnl. A

Bg.

day night



Dialog:

J: Petting the ground, BOY.

SFX: \* SHFF-SHFF \*



F: Cooks like fun...

Action:

Timing:

1034-235

EPISODE #

Production :

# ADVENTURE TIME



Page 153

Sc. 89

Pnl. B

Bg.

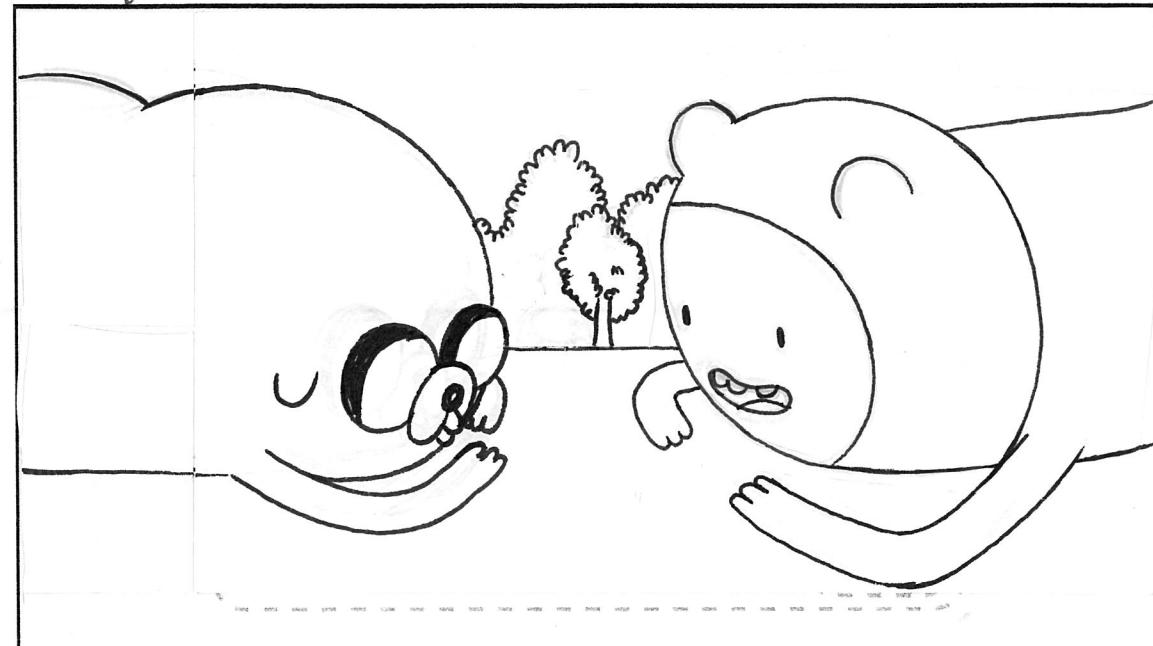
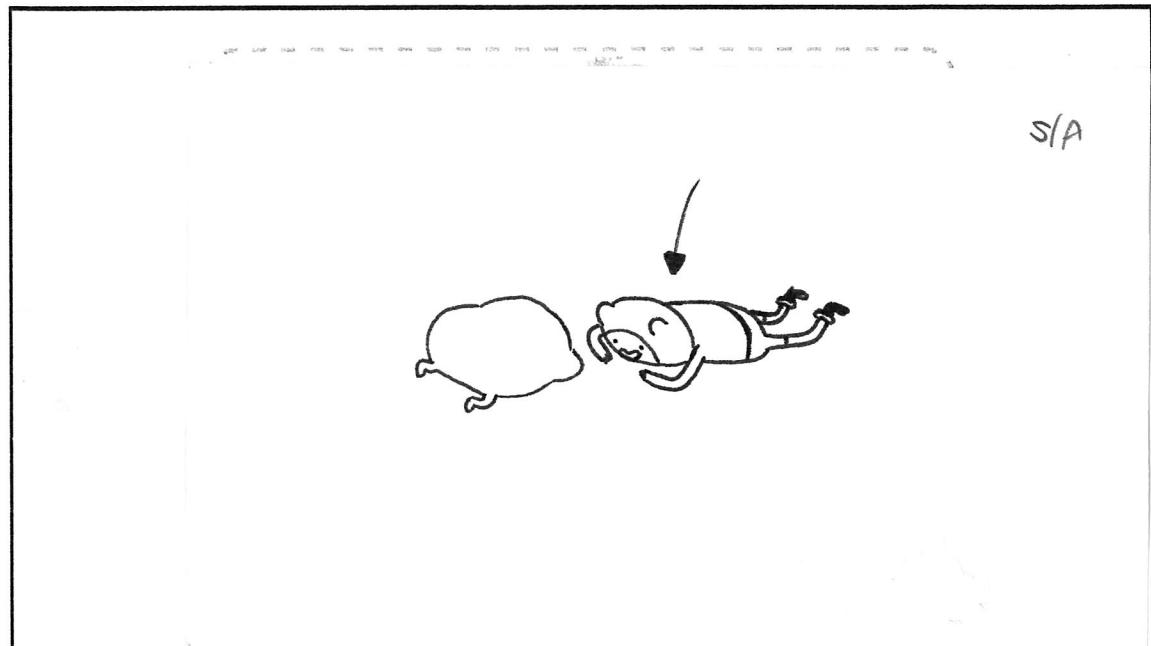
day night

Sc. 90

Pnl. A

Bg.

day night



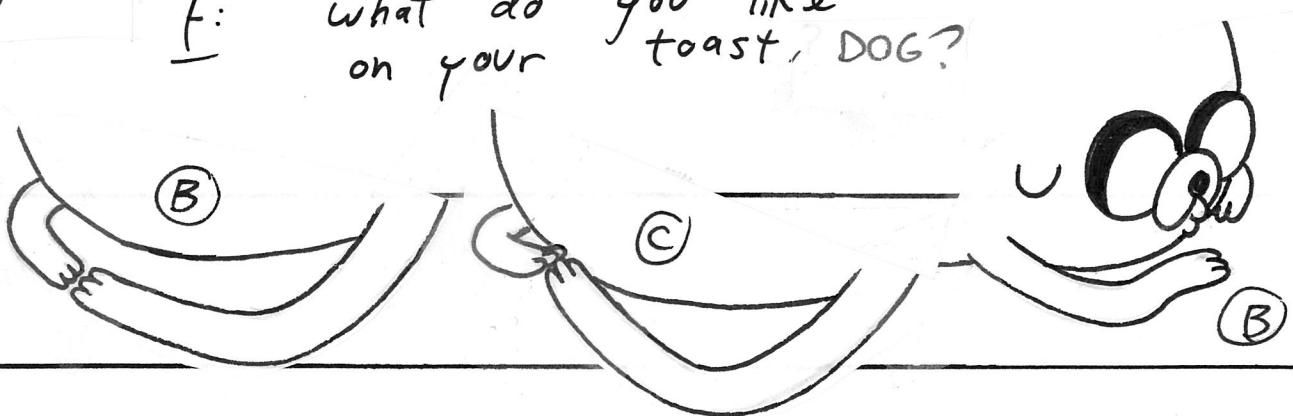
Dialog:

F: Hey! It smells like toast!

F: what do you like on your toast, DOG?

Action:

-F. flops onto belly.



Timing:

Production :

1034-235

EPISODE #

# ADVENTURE TIME



Page 154

Sc. 90

Pnl. B

Bg.

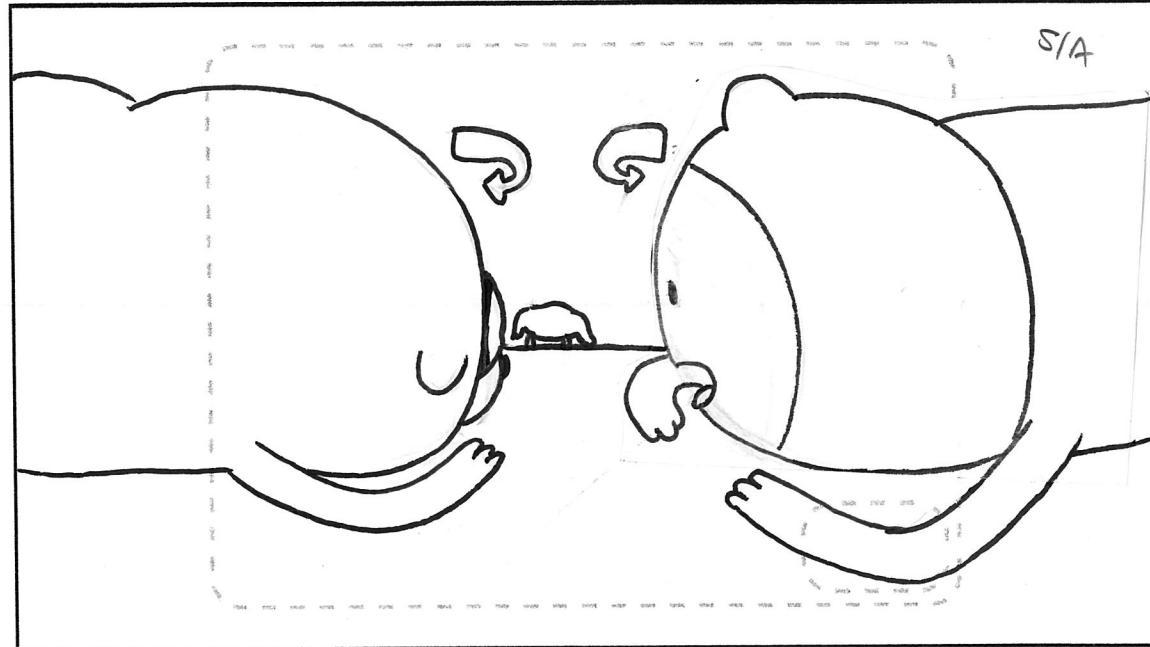
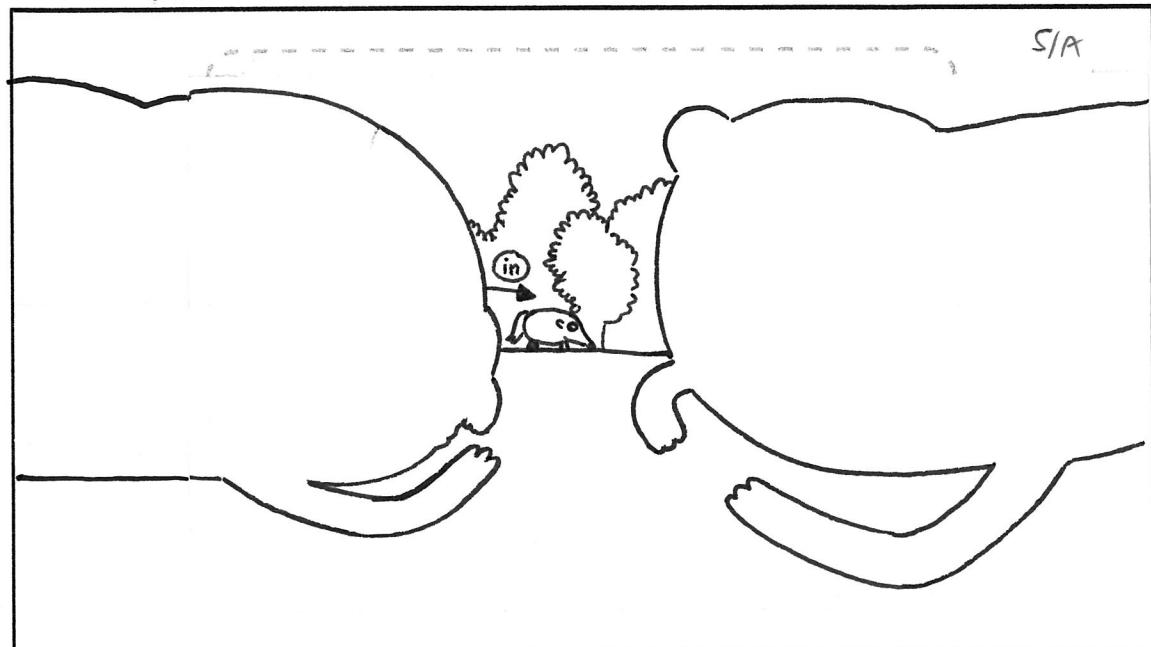
day night

Sc. 90

Pnl. C

Bg.

day night



Dialog:

BUSH, Boots, A Bloo bloo bloo

F: Crying ... LONG NOSE.

Action:

- BUSH BOOTS WALKS ON/s.

- F. TURN TOWARDS BUSH BOOTS.

Timing:

# ADVENTURE TIME



Page 155

Sc. 90

Pnl. D

Bg.

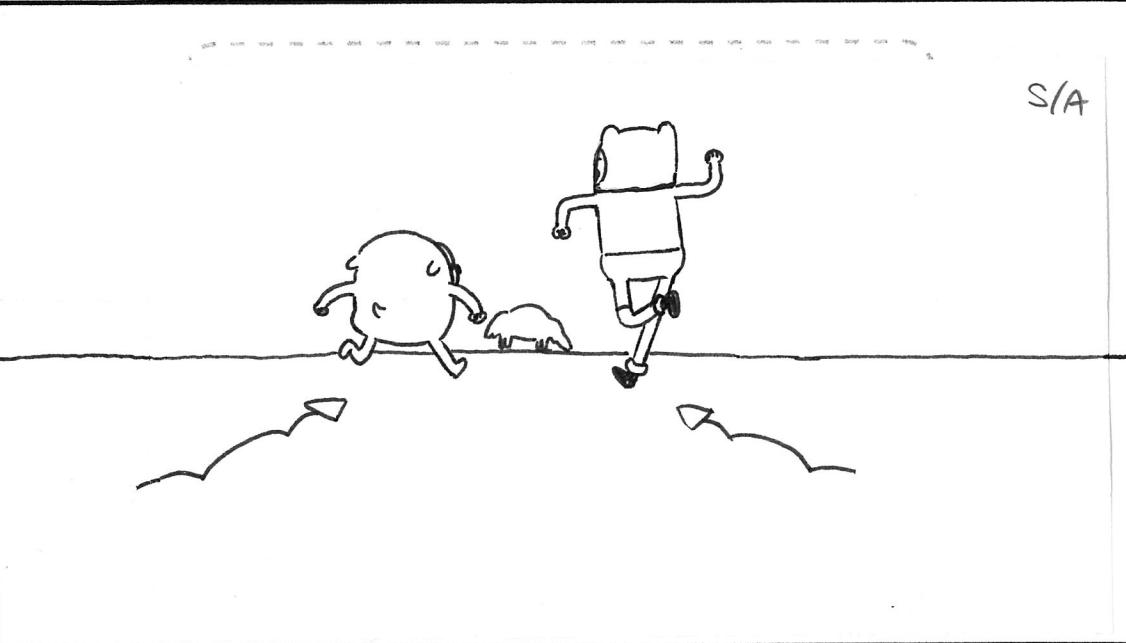
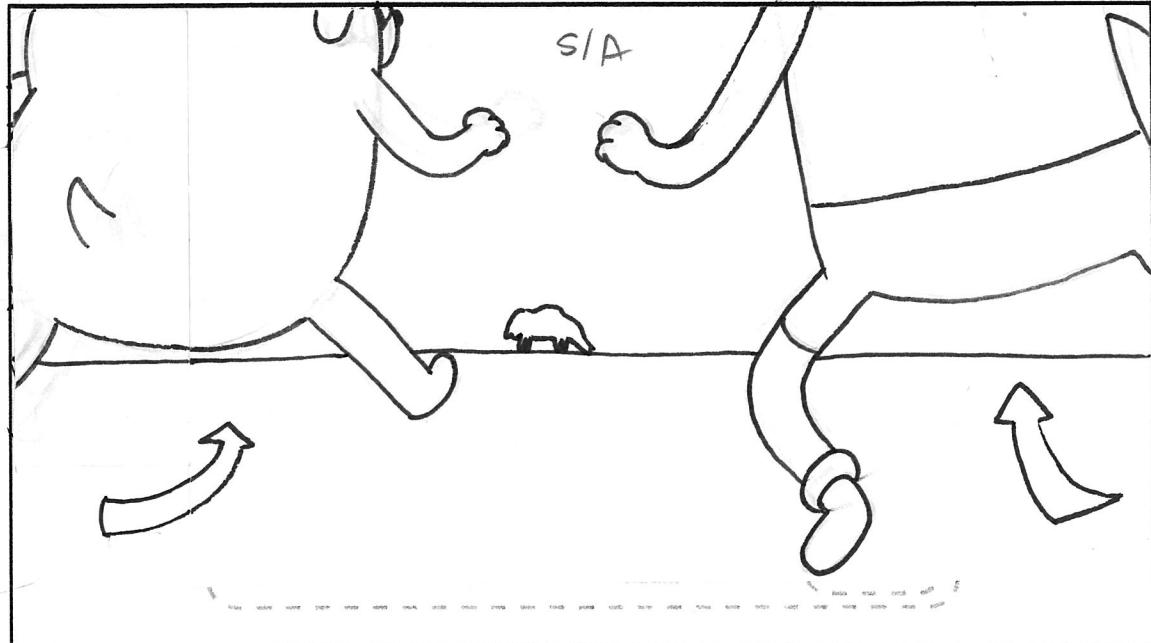
day night

Sc. 90

Pnl. E

Bg.

day night



**Dialog:**

(UNISON)

F+J : INVESTIGATE.

BB : A BLoO BLoO BLoO, .

**Action:**

- F+J STAND AND RUN TOWARDS BUSH BOOTS

**Timing:**

# ADVENTURE TIME



Page 156

Sc. 91

Pnl. A

Bg.

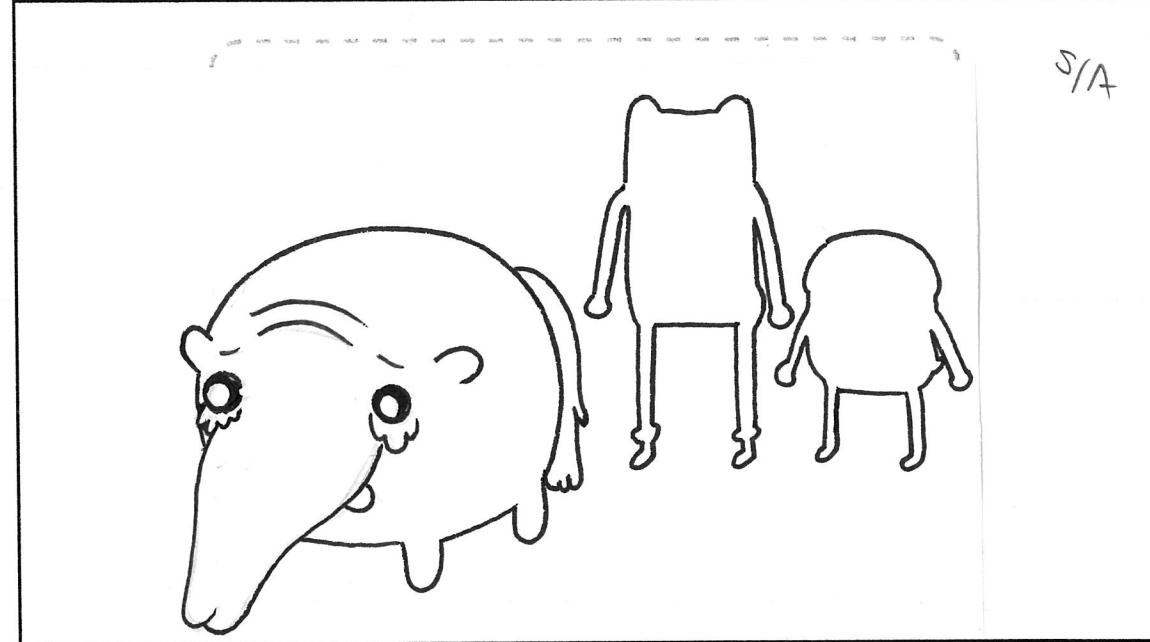
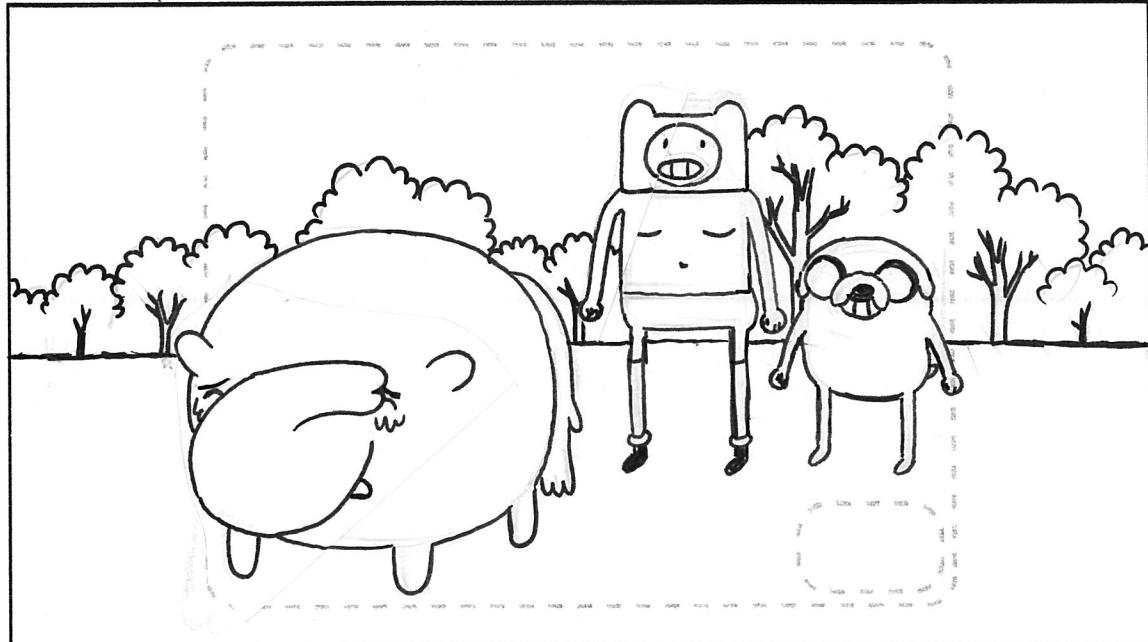
day night

Sc. 91

Pnl. B

Bg.

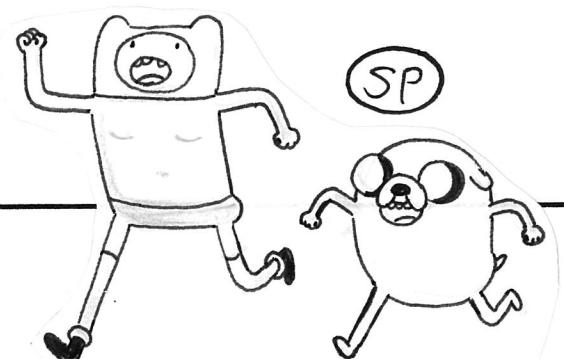
day night



**Dialog:**

F: Your crying  
indicates you're  
in need of help.

BB: [ CRYING ]



BB: whu --

- BB OPENS EYES

**Action:**

**Timing:**

1034-235

EPISODE #

Production :

# ADVENTURE TIME

Sc. 91

Pnl. C

Bg.



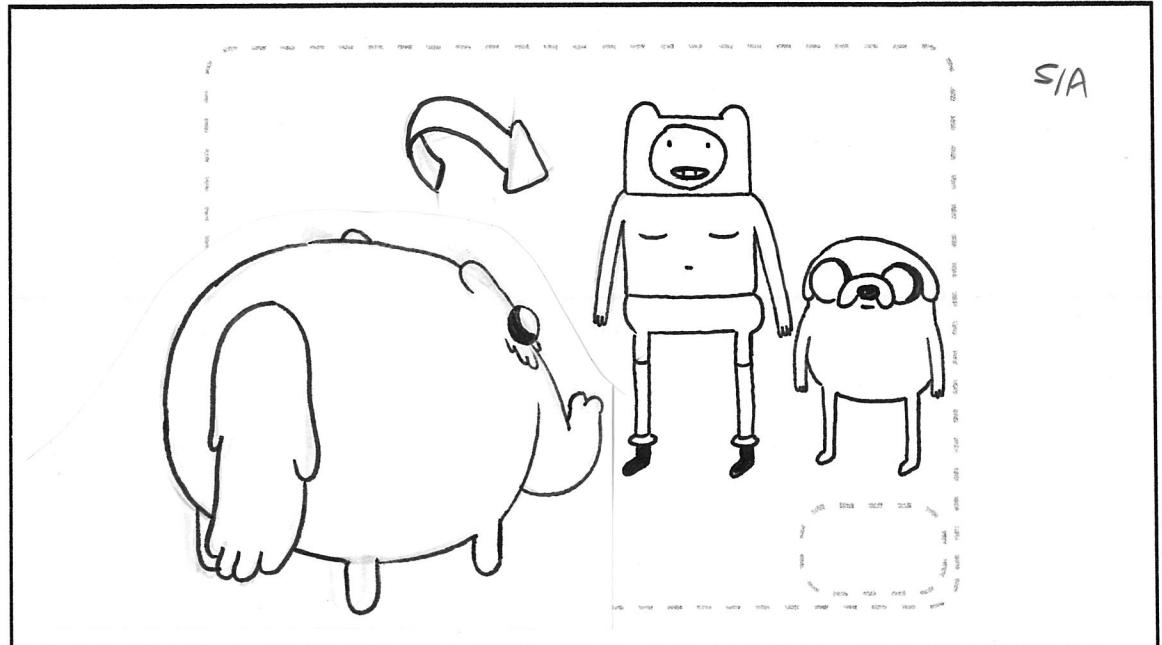
day night

Sc. 92

Pnl. A

Bg.

day night



Dialog:

BB [ SNIFF ]

TT: You strangers would help me?

Action:

- BB TURNS AROUND.

Timing:

Production :

1034-235

Page 157

EPISODE #

# ADVENTURE TIME



Page 158

Sc. 93

Pnl. A

Bg.

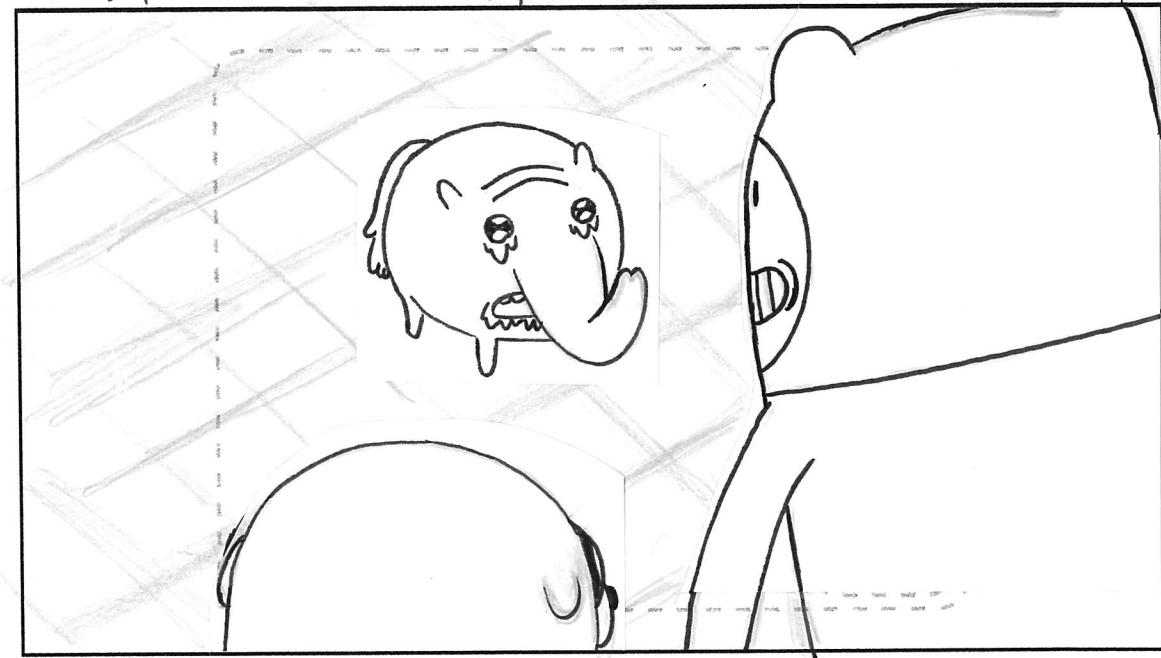
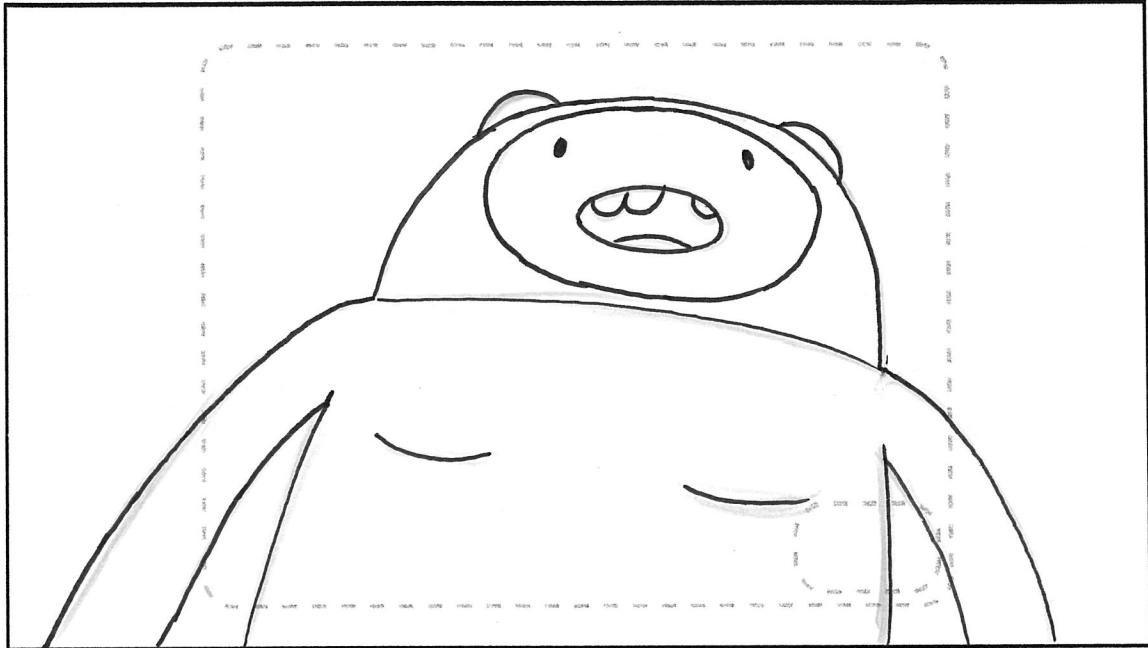
day night

Sc. 94

Pnl. A

Bg.

day night



**Dialog:**

F: what do you need help  
with, miss?

TT: I've lost my rolling pin.

**Action:**

**Timing:**

# ADVENTURE TIME



Page 159

Sc. 94

Pnl. B

Bg.

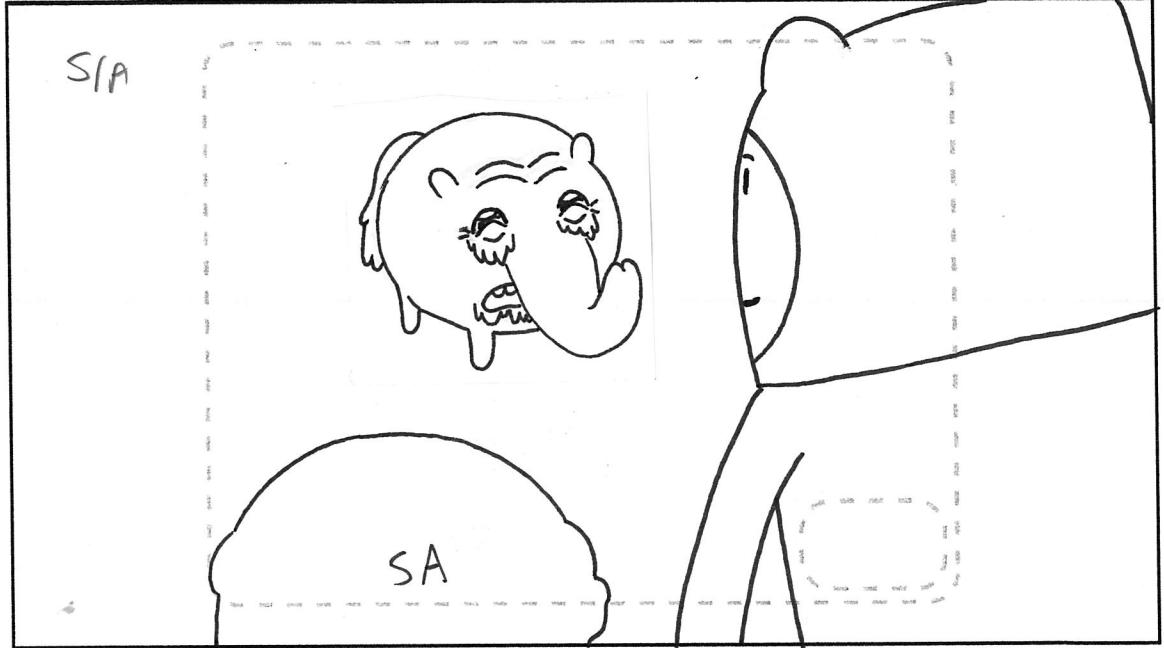
day night

Sc. 94

Pnl. C

Bg.

day night



Dialog:

F: UNDERSTOOD.

WHAT'S YOUR NAME?

TT: I'm Bush Boots

Action:

Timing:

1034-235

EPISODE #

Production :

# ADVENTURE TIME



Page 160

Sc. 95

Pnl. A

Bg.

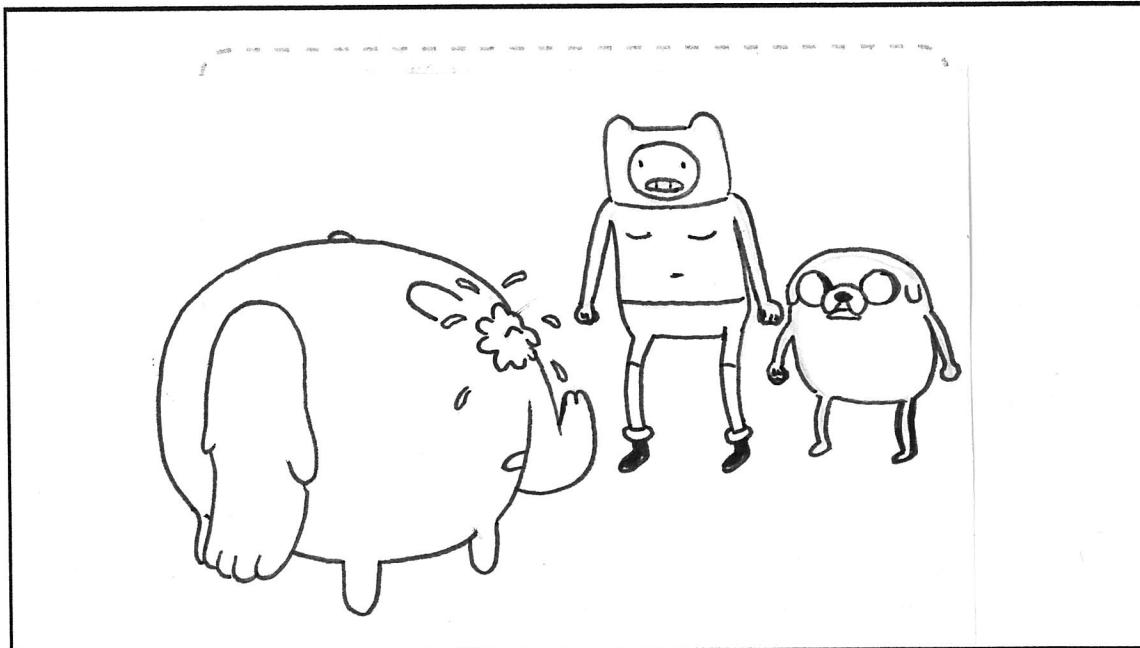
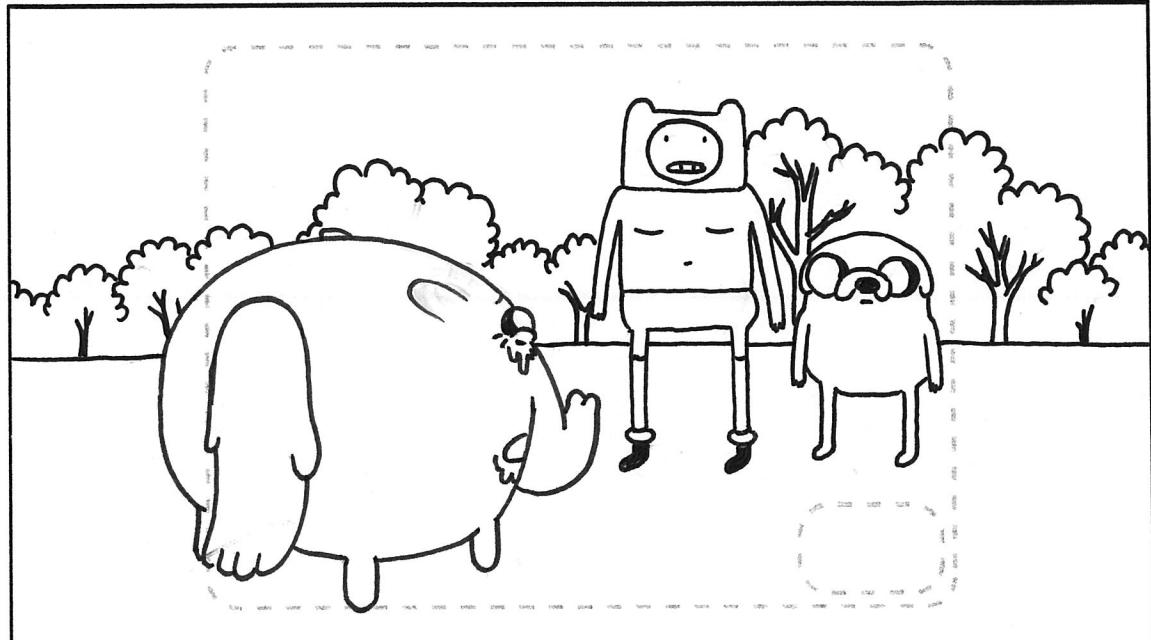
day night

Sc. 95

Pnl. B

Bg.

day night



**Dialog:**

BB: THE LITTLE APRICOT  
ANT EATER --

BB: [crying]

**Action:**

- BB STARS CRYING AGAIN

**Timing:**

# ADVENTURE TIME



Page 161

Sc. 95

Pnl. C

Bg.

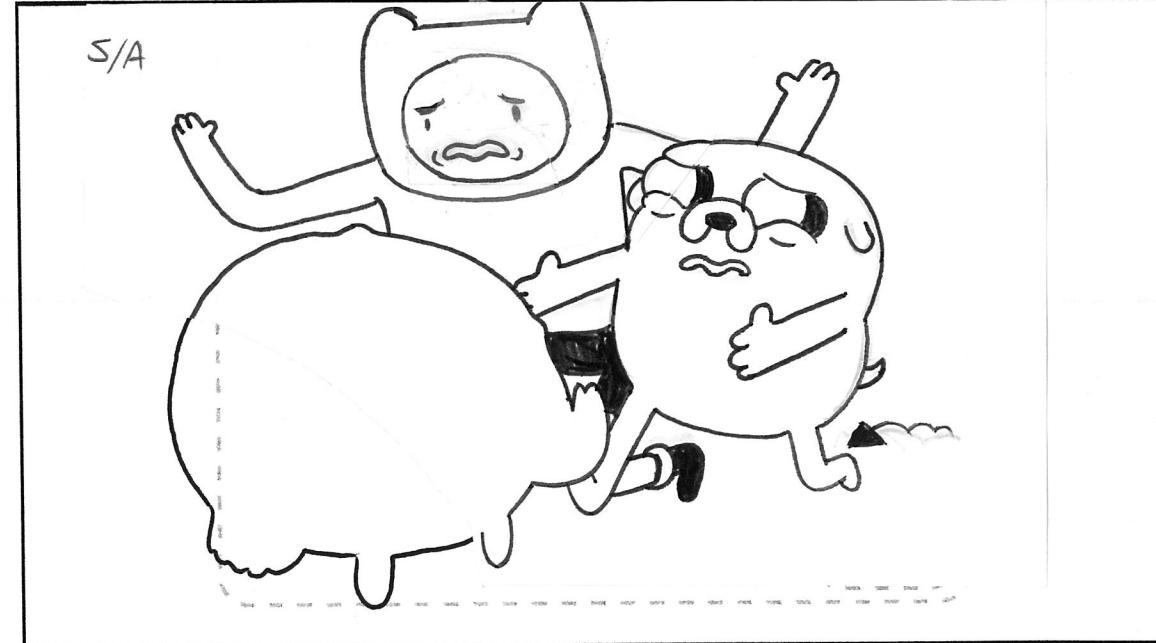
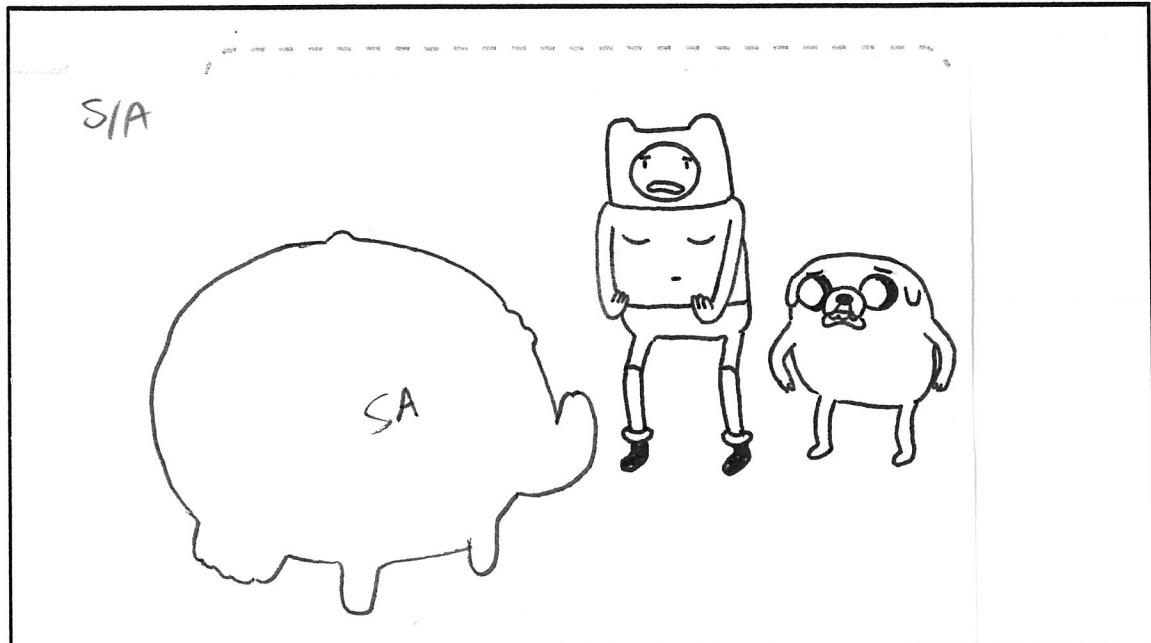
day night

Sc. 95

Pnl. D

Bg.

day night



**Dialog:**

BB : [CRYING]

**Action:**

- F+J RUSH FORWARD

**Timing:**

# ADVENTURE TIME



Page 162

Sc. 95

Pnl. E

Bg.

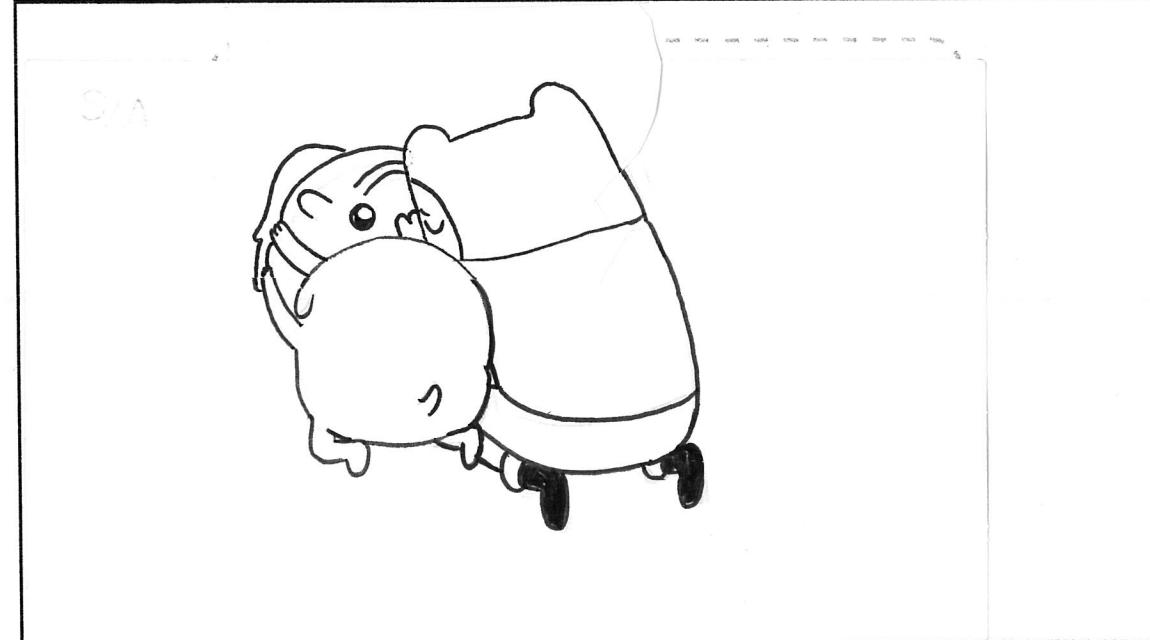
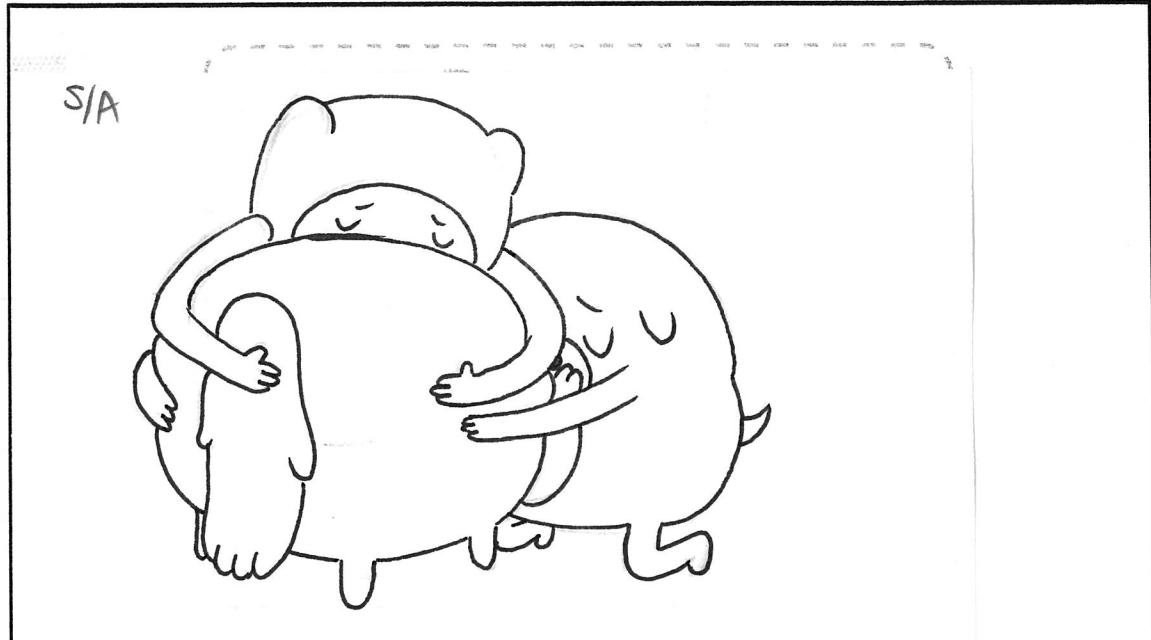
day night

Sc. 96

Pnl. A

Bg.

day night



Dialog:

F + J: HUGS —

Action:

Timing:



Production :

1034-235

EPISODE #

# ADVENTURE TIME



Page 163

Sc. 96

Pnl. B

Bg.

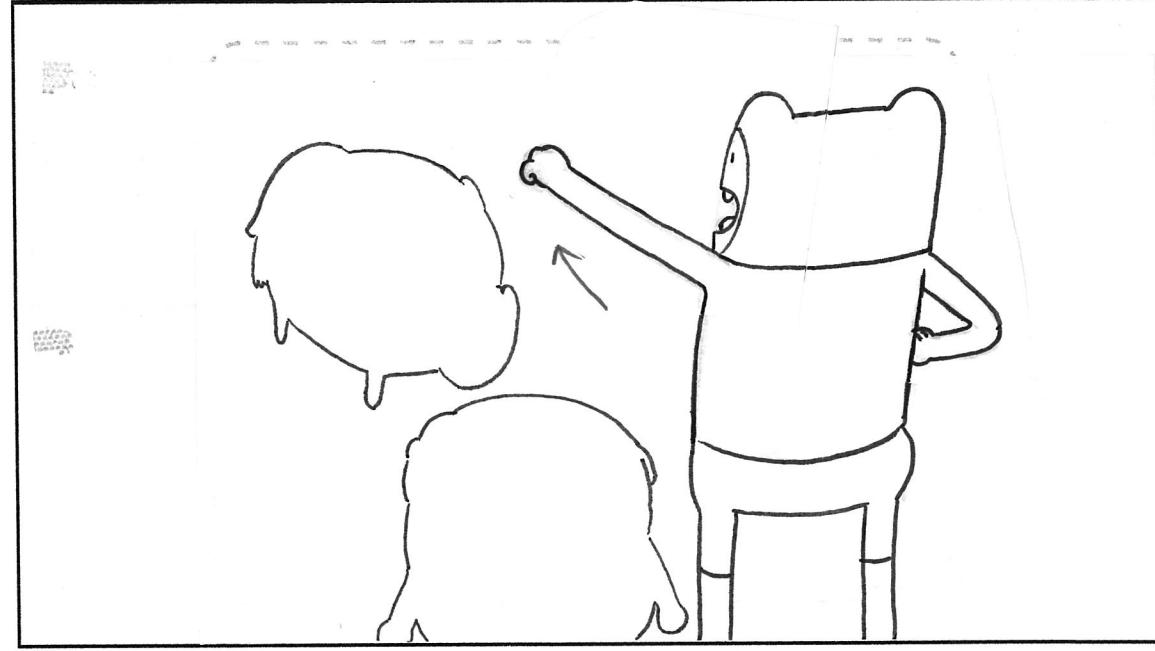
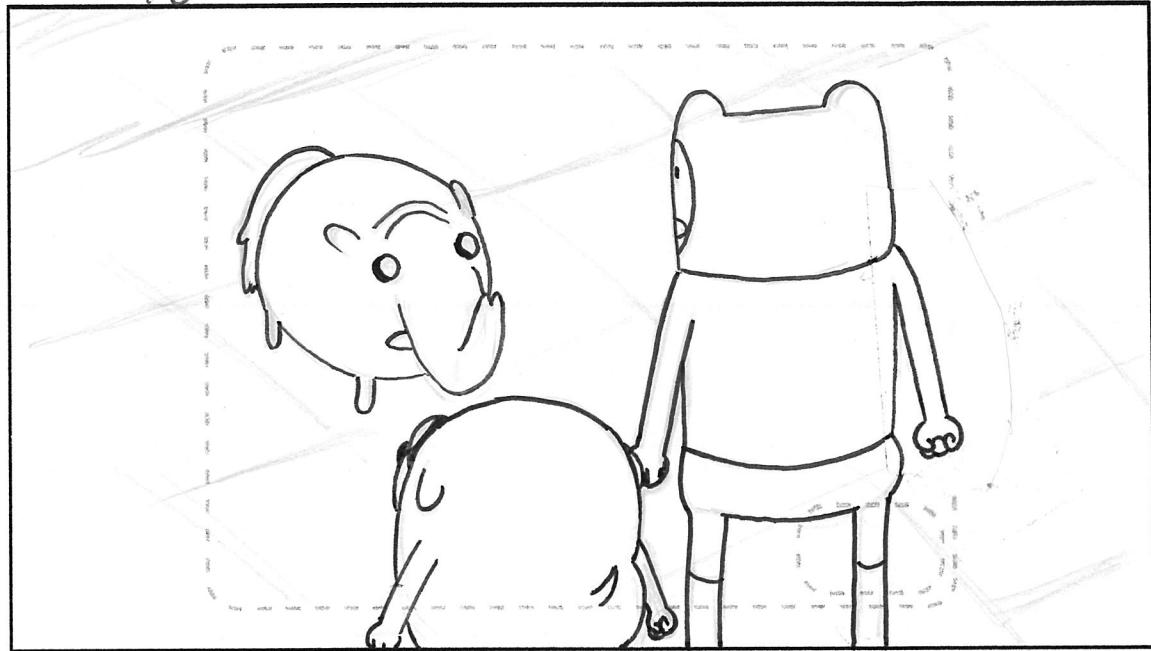
day night

Sc. 96

Pnl. C

Bg.

day night



**Dialog:**

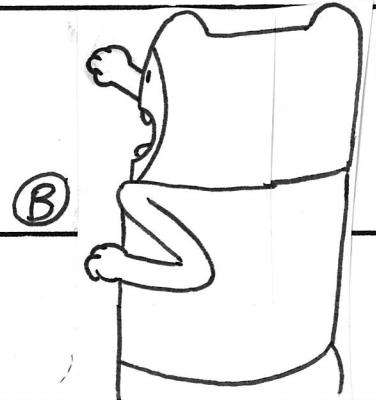
BB: The hugs helped my crying.  
But it didn't help me  
find my rolling pin.

F: Boy and dog will find  
your rolling pin!!

**Action:**

-F+J STAND UP.

-F PUNCHES THE AIR.



**Timing:**

# ADVENTURE TIME



Page 164

Sc. 97

Pnl. A

Bg.

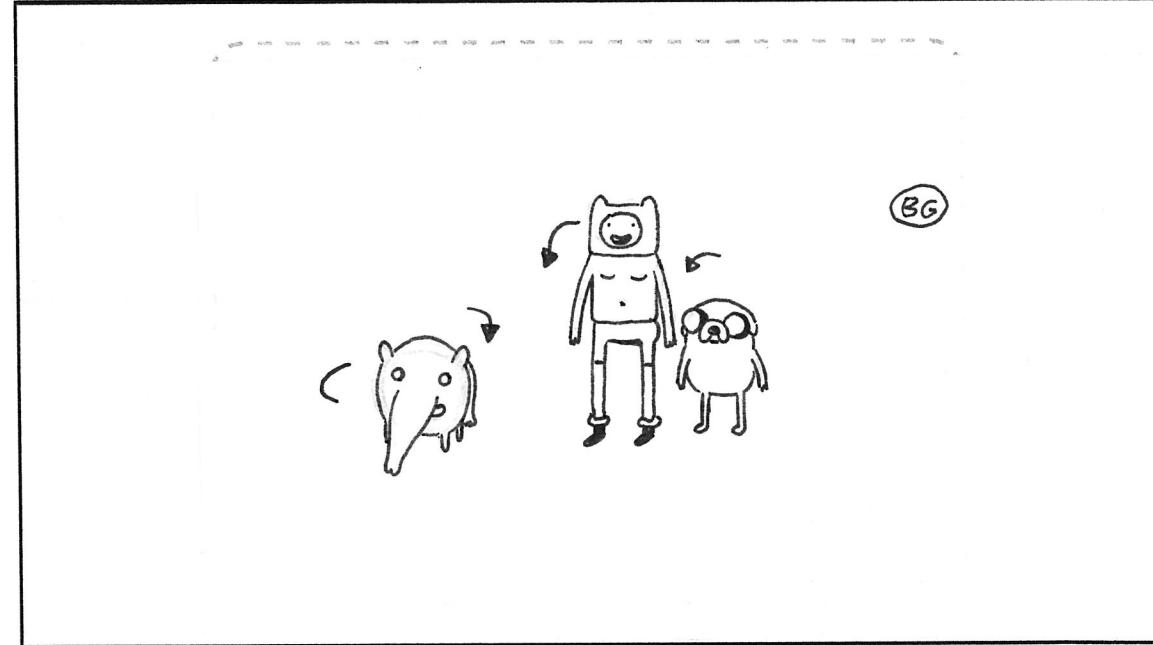
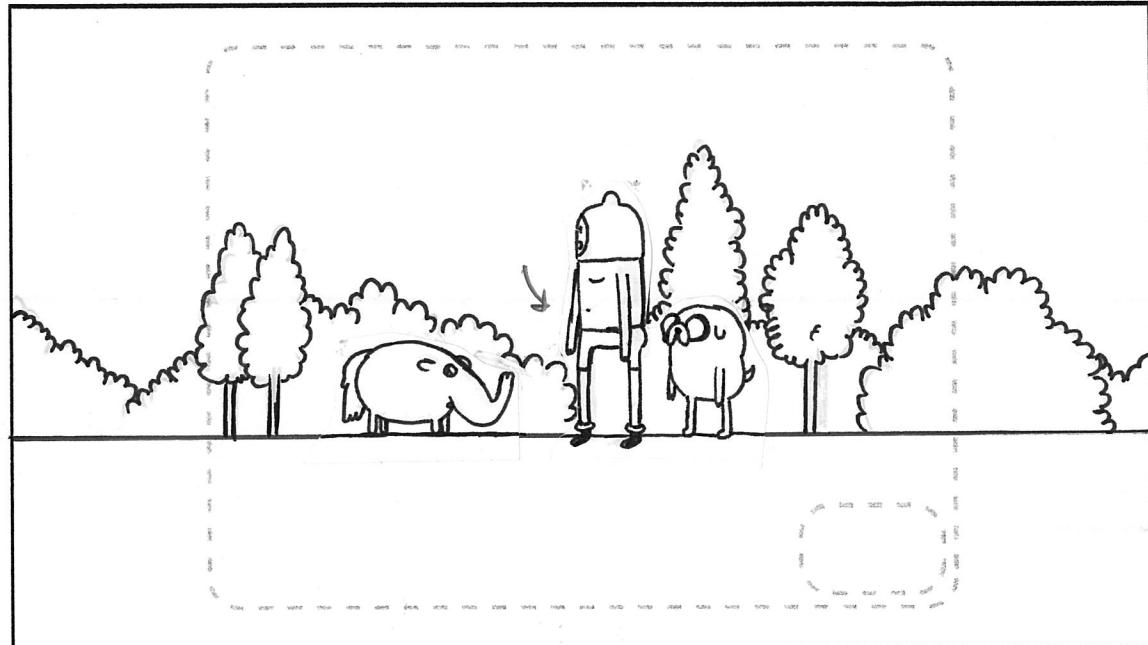
day night

Sc. 97

Pnl. B

Bg.

day night



**Dialog:**

F: where did you last  
see it...

BB: It was...

**Action:**

- BB TURNS.

**Timing:**

# ADVENTURE TIME



Page 165

Sc. 97

Pnl. C

Bg.

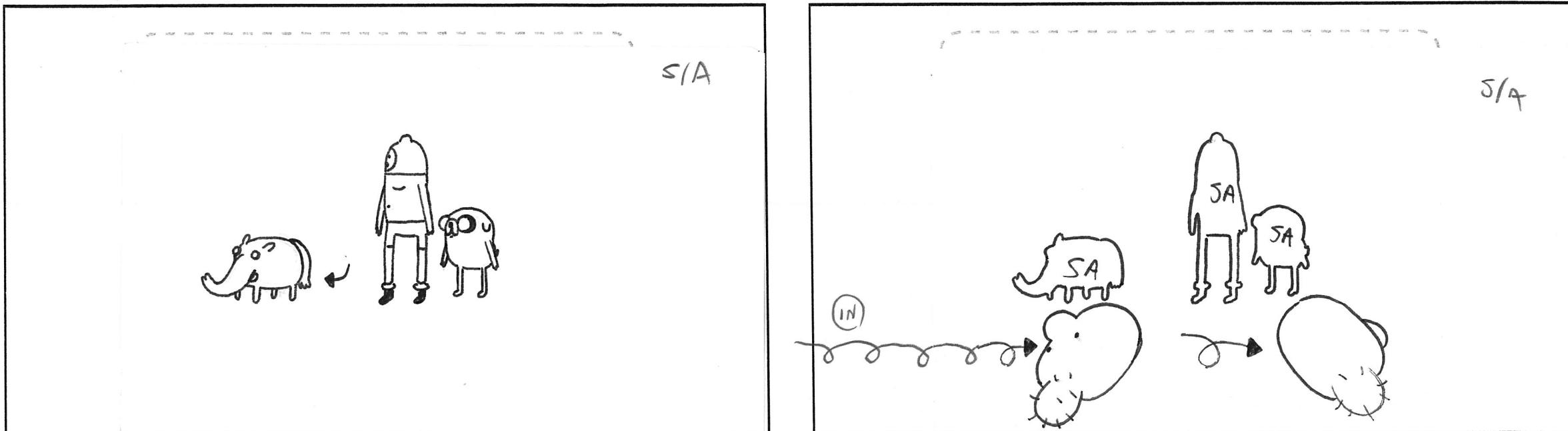
day night

Sc. 97

Pnl. D

Bg.

day night



Dialog:

BB: Rolling around here not  
too long ago...

SFX: \* RRR-RRR-RR \*

Action:

← SEA LARD ROLLS THROUGH FOREGROUND.

Timing:

# ADVENTURE TIME



Page 166

Sc. 97

Pnl. E

Bg.

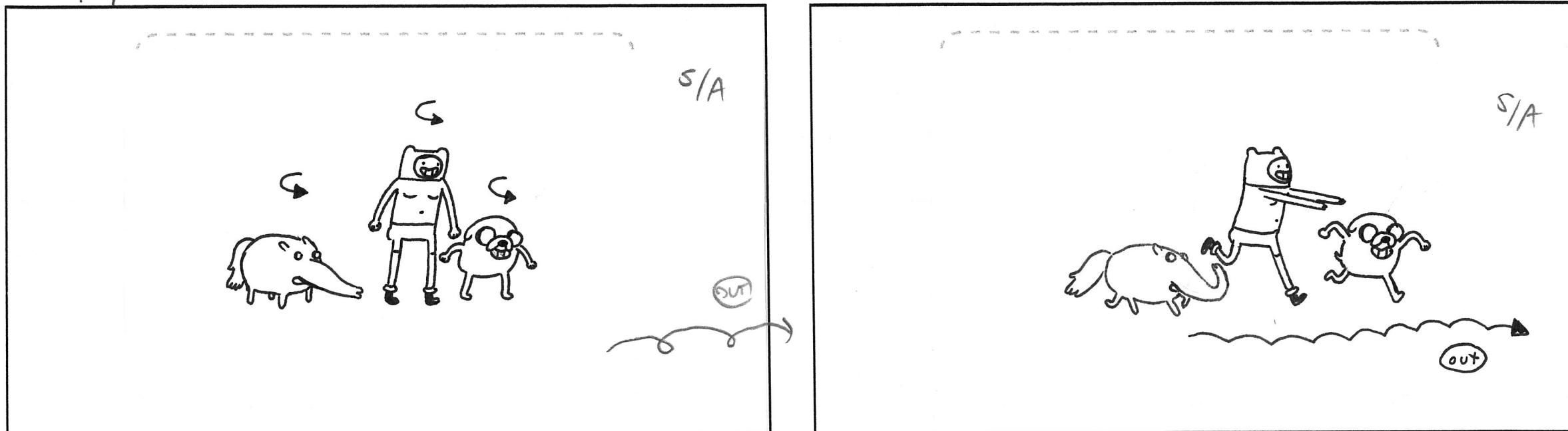
day night

Sc. 97

Pnl. F

Bg.

day night



**Dialog:**

BB: There it goes!!

BB: After it!!

**Action:**

- SEA LARD ROLLS OFF/S.

- F, J, BB RUN OFF/S.

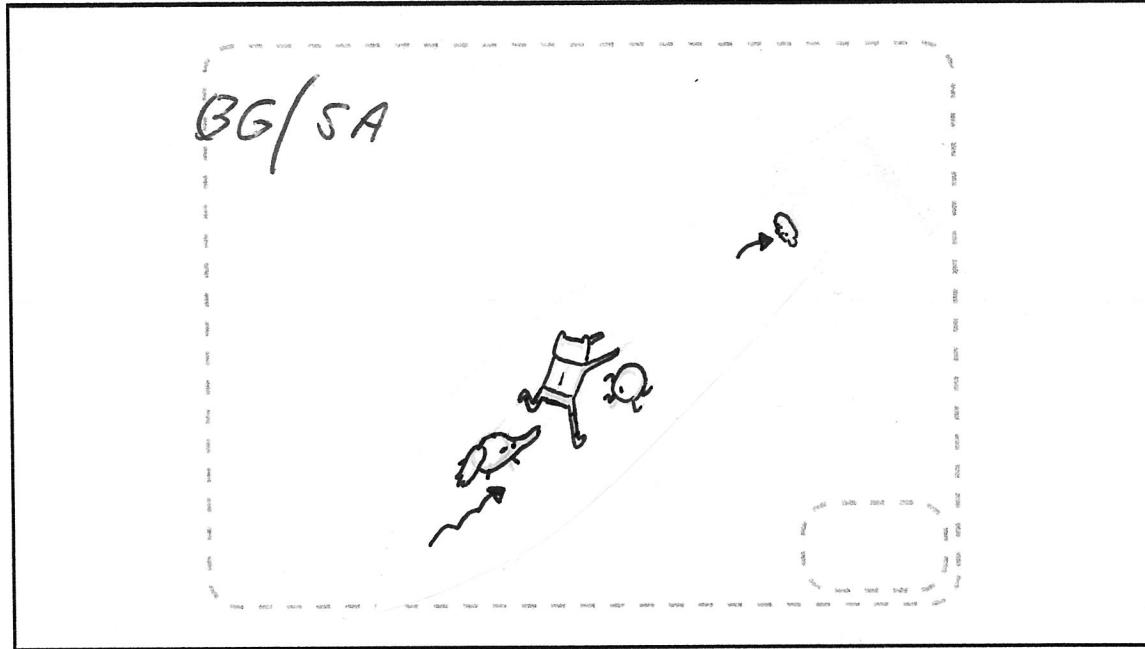
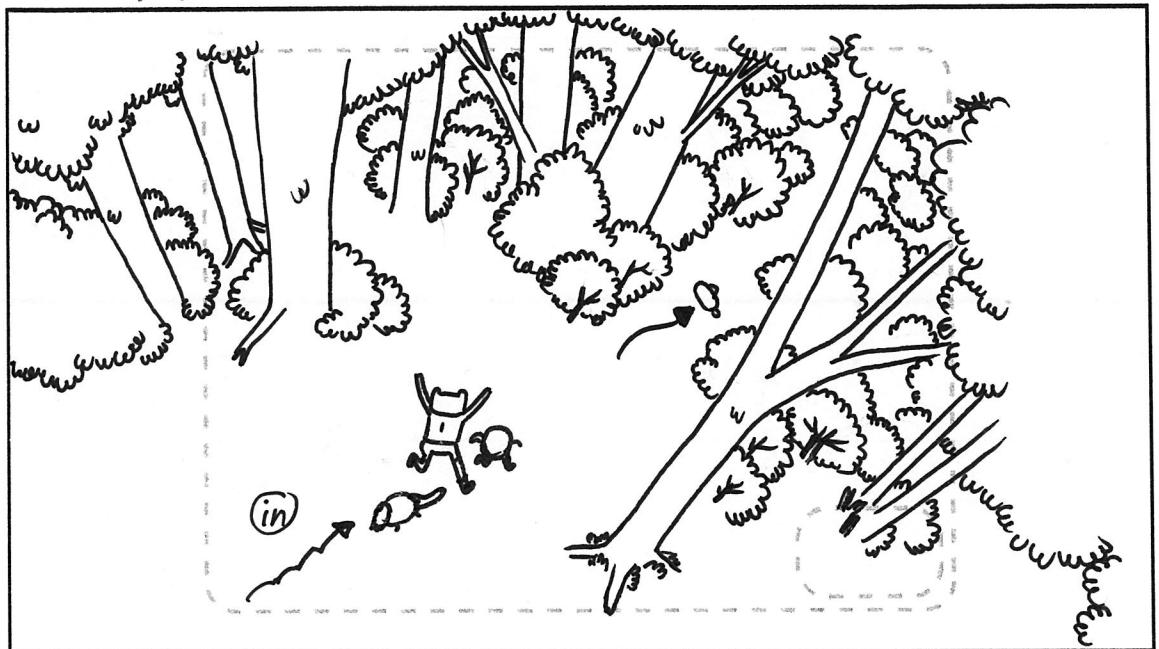
**Timing:**

# ADVENTURE TIME



Page 167

Sc. 98 Pnl. A Bg. day night Sc. 98 Pnl. B Bg. day night



**Dialog:**

BB: Come back you bad  
little rolling pin.



**Action:**

-FJ, BB RUN ON/5.  
CHASING SEA LARD.



**Timing:**

1034-235

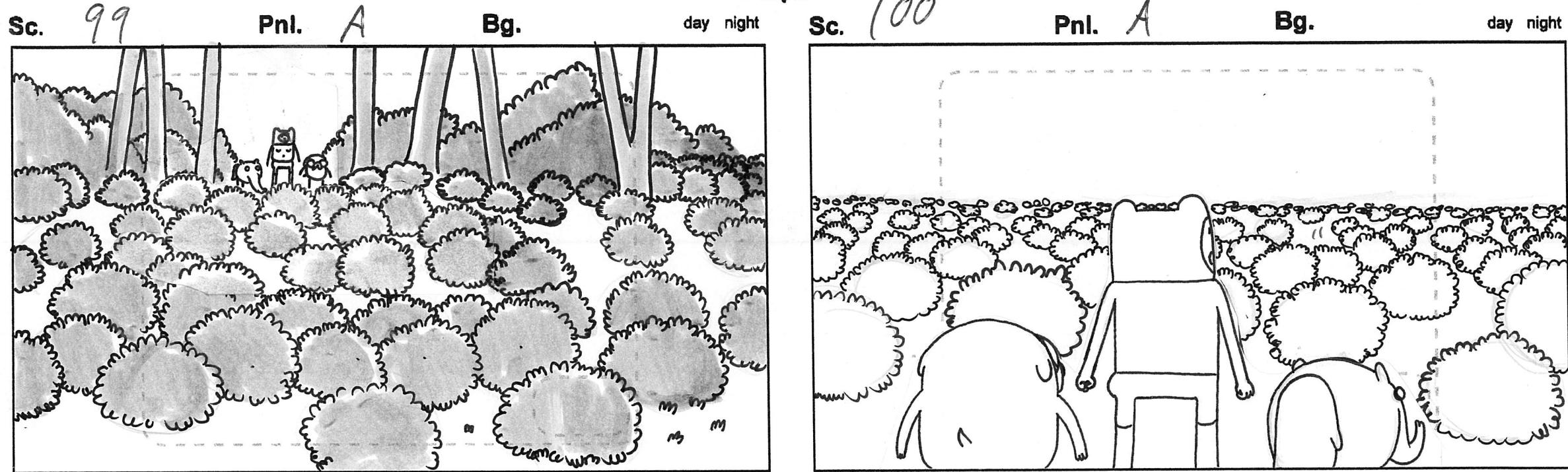
EPISODE #

Production :

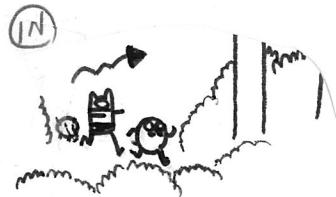
# ADVENTURE TIME



Page 168



## Dialog:



SFX:  
+ SHFF X

## Action:

- F, J, BB RUN ON/S AND FIND A  
FIELD of BUSHES.

- BUSH SHAKES.

## Timing:

Production :

EPISODE #

1034-235

# ADVENTURE TIME



Page 169

Sc. 100

Pnl. B

Bg.

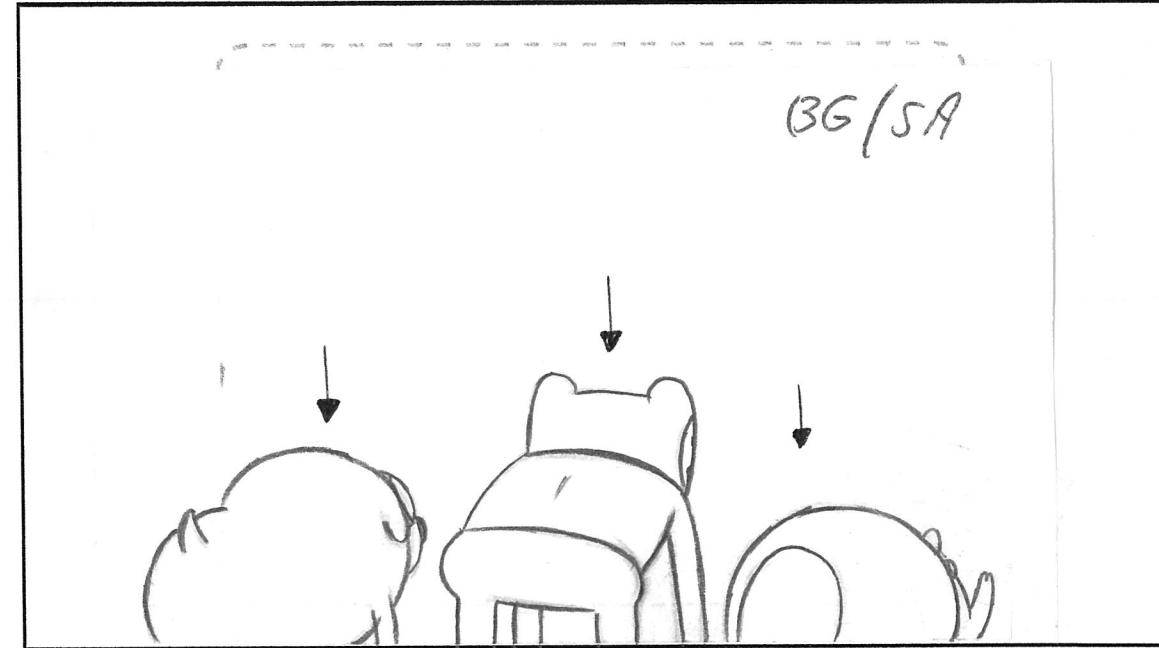
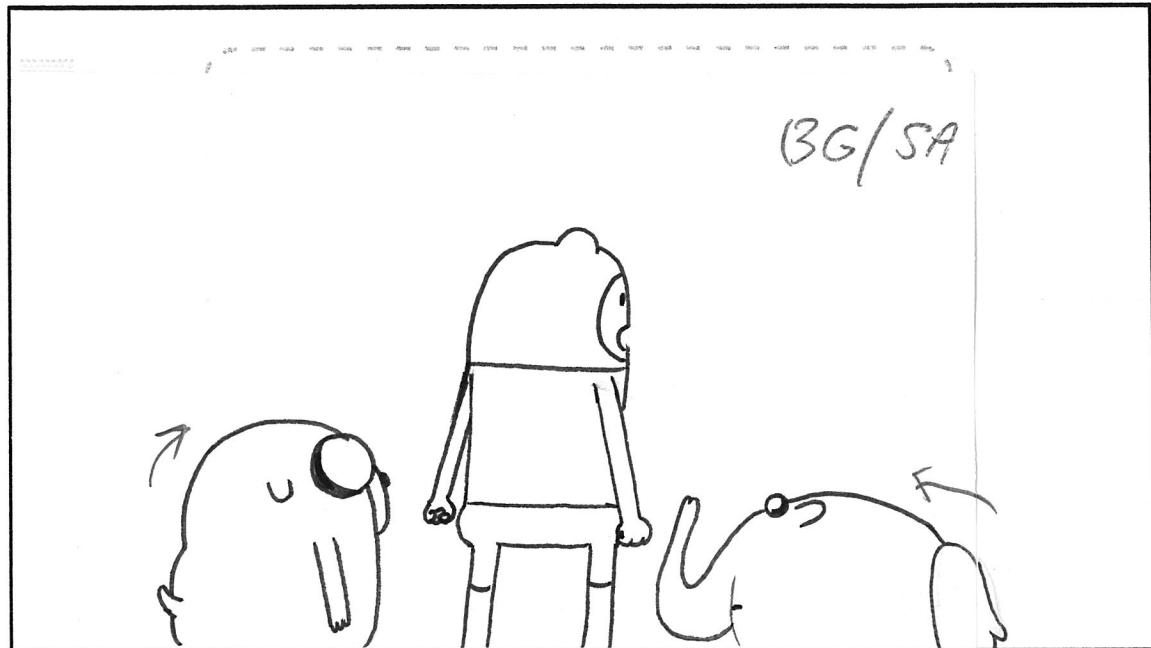
day night

Sc. 100

Pnl. C

Bg.

day night



**Dialog:**

F: Let's sneak up on it.

**Action:**

- F, J. BB DROP LOW.

**Timing:**

# ADVENTURE TIME



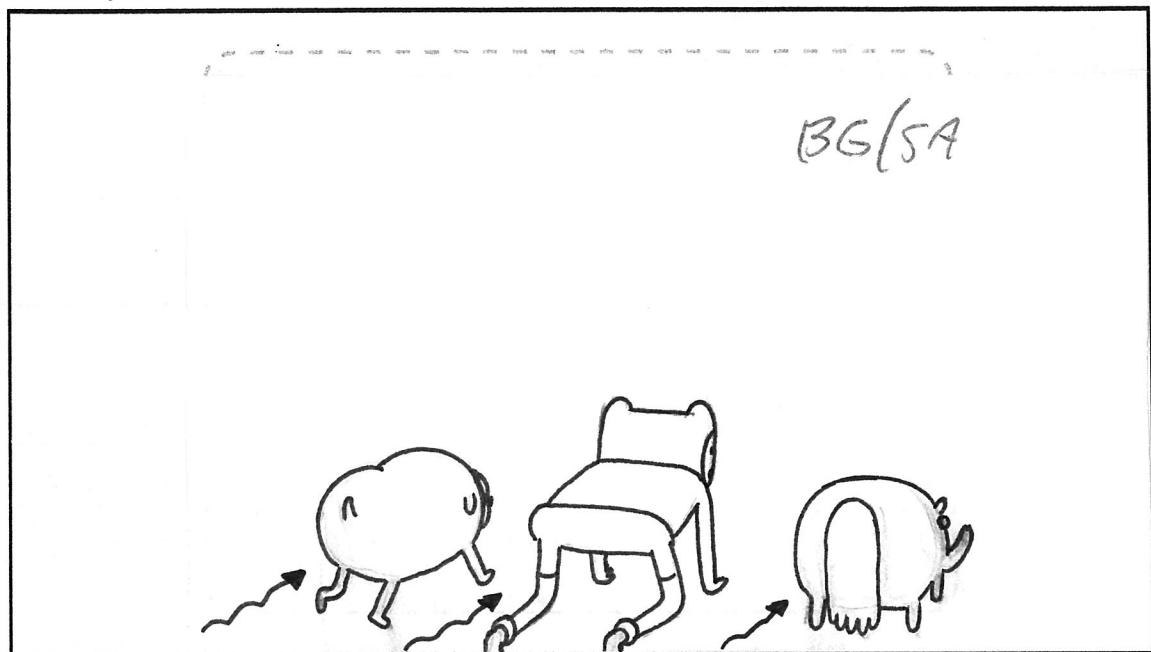
Page 170

Sc. 100

Pnl. D

Bg.

day night

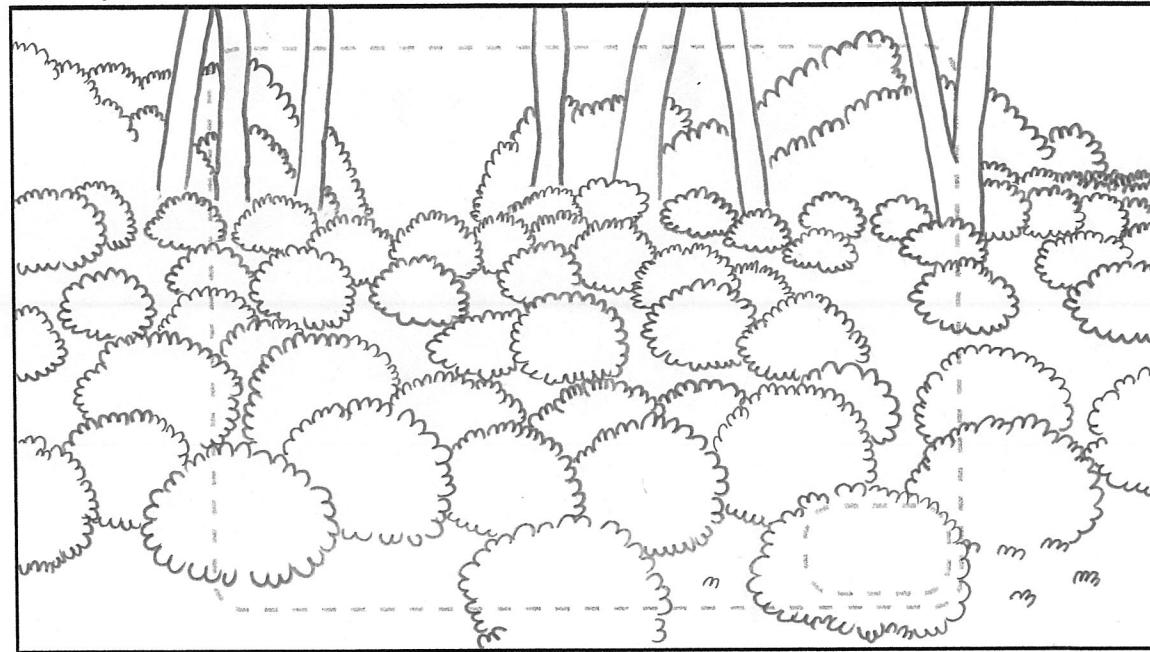


Sc. 101

Pnl. A

Bg.

day night



Dialog:

Action:

- F, J, BB CRAWL FORWARD.

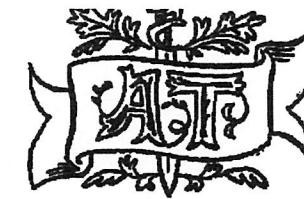
Timing:

Production :

EPISODE #

1034-235

# ADVENTURE TIME



Page 171

Sc. 101

Pnl. B

Bg.

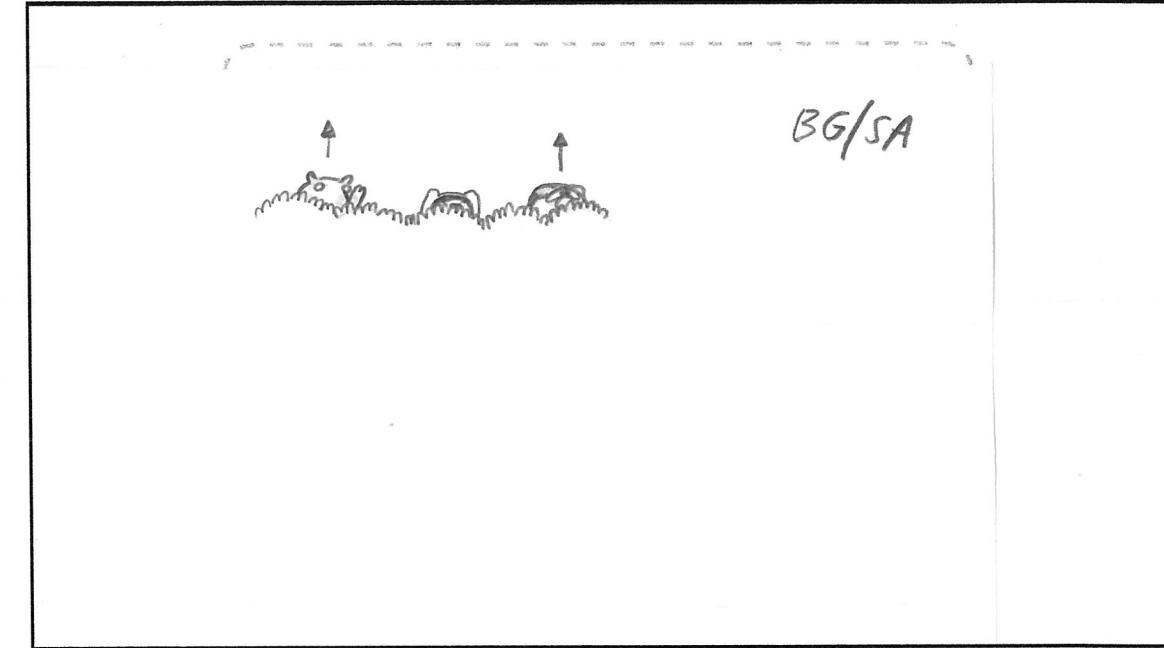
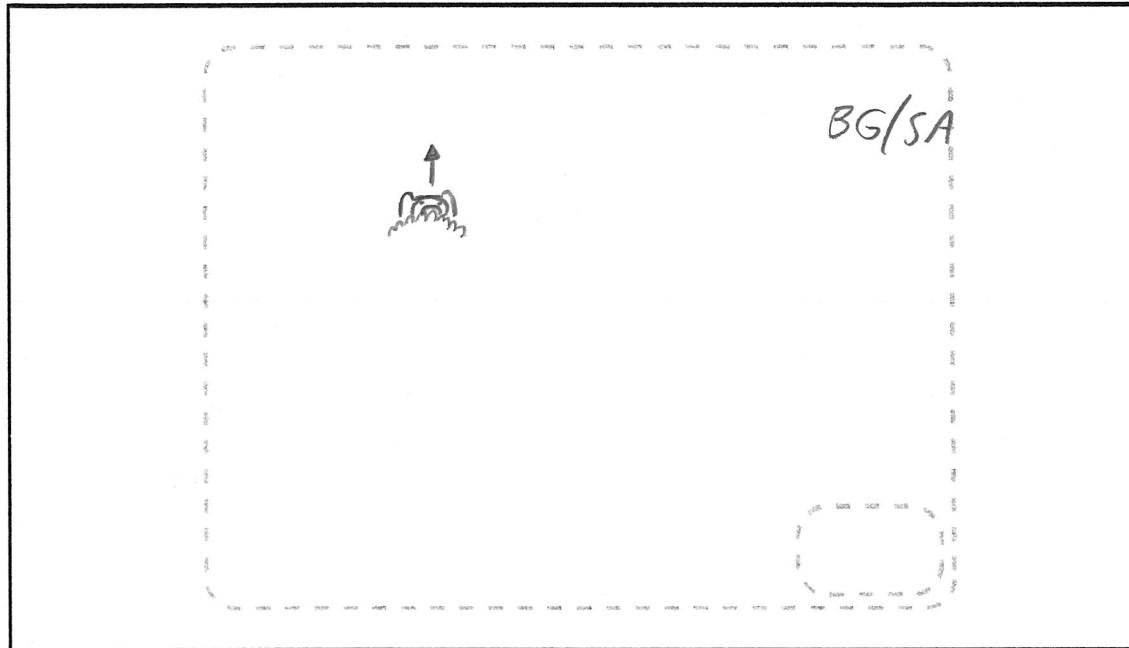
day night

Sc. 101

Pnl. C

Bg.

day night



Dialog:

Action:

- F PEEKS UP.

- BB, J. PEEK UP.

Timing:

Production :

EPISODE #

1034 1034-235

1034 1034-235

# ADVENTURE TIME



Page 172

Sc. 101

Pnl. D

Bg.

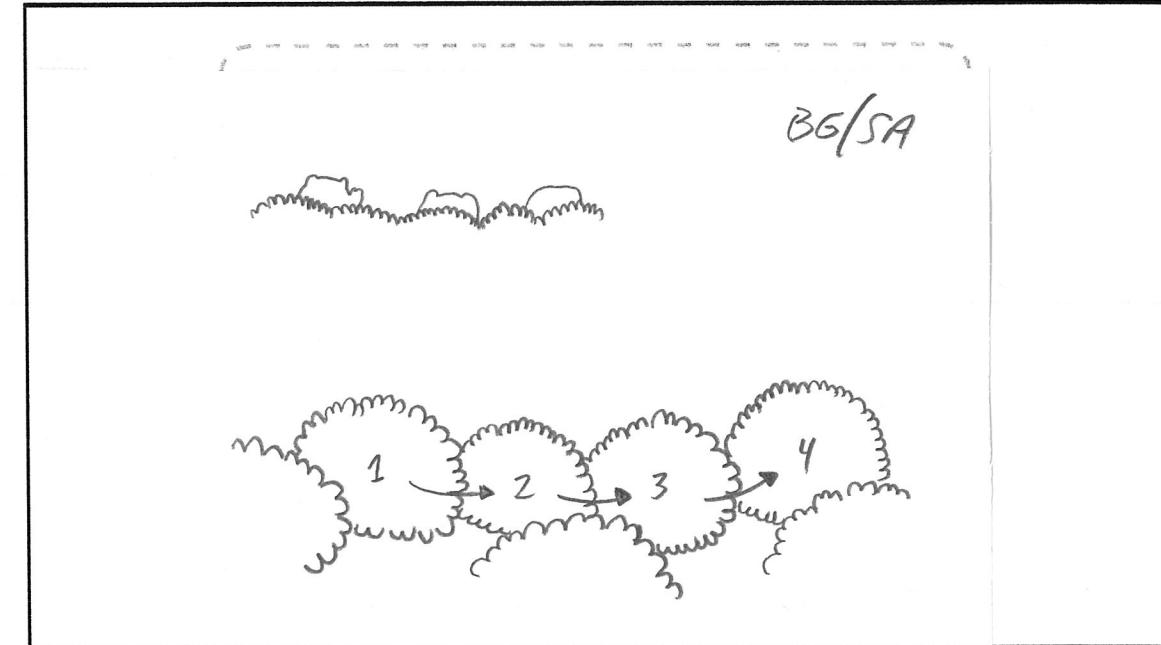
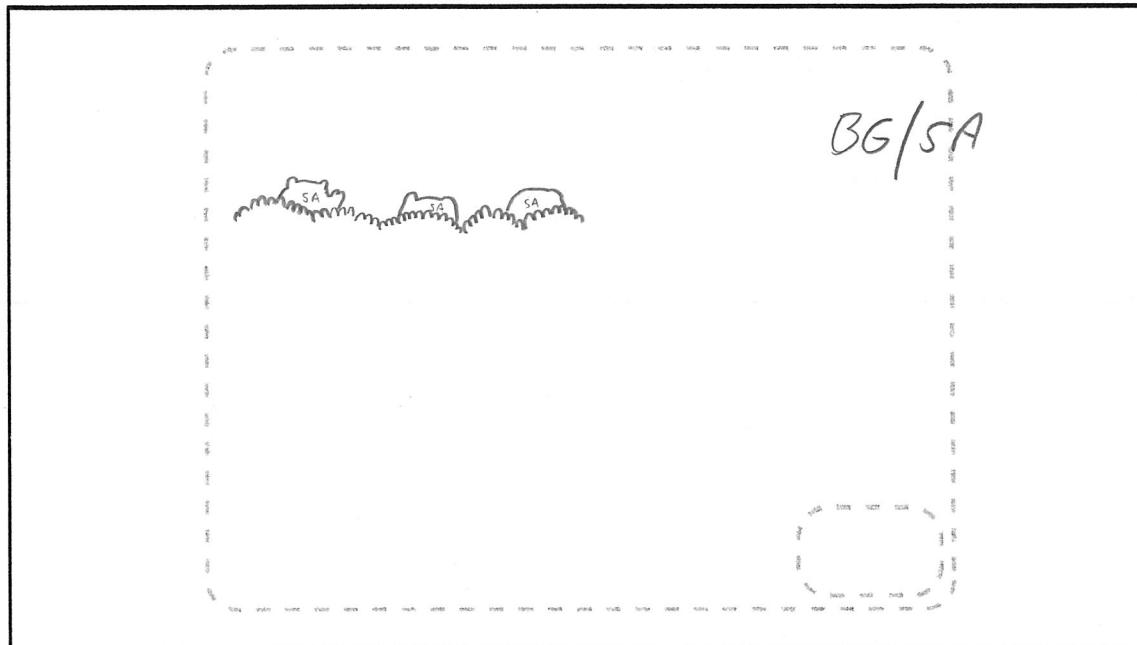
day night

Sc. 101

Pnl. E

Bg.

day night



Dialog:

SFX: \* SHFF \*

Action:

- SEA LARD SHAKES BUSHES  
AS IT ROLLS THROUGH.

Timing:

Production :

1034-235

EPISODE #

172

# ADVENTURE TIME



Page 173

Sc. 101

Pnl. F

Bg.

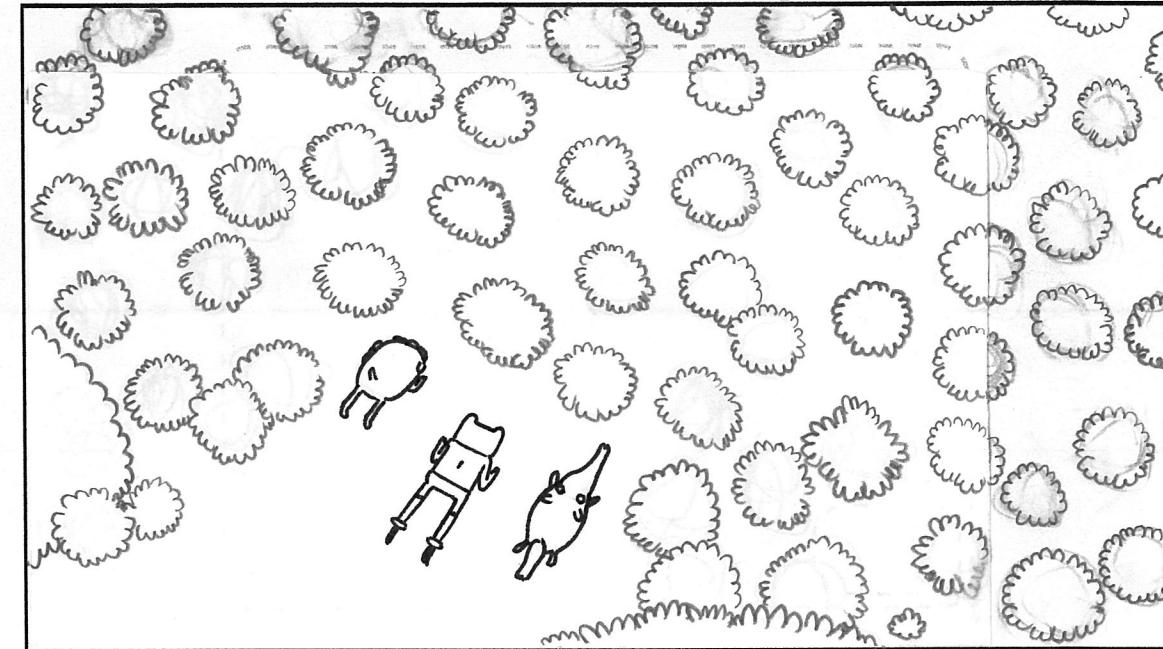
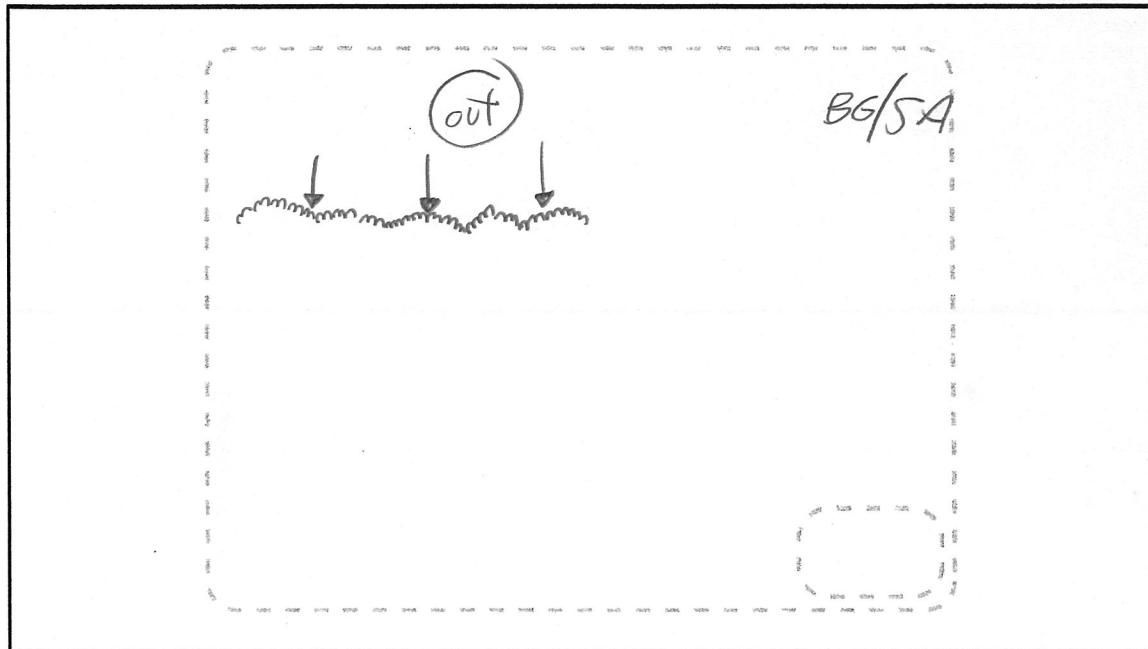
day night

Sc. 102

Pnl. A

Bg.

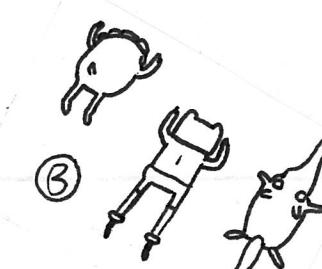
day night



Dialog:

Action:

- F, J, BMO DROP DOWN.



Timing:

Production :

EPISODE # 1034-235

1034-235

# ADVENTURE TIME



Page 174

Sc. 102

Pnl. B

Bg.

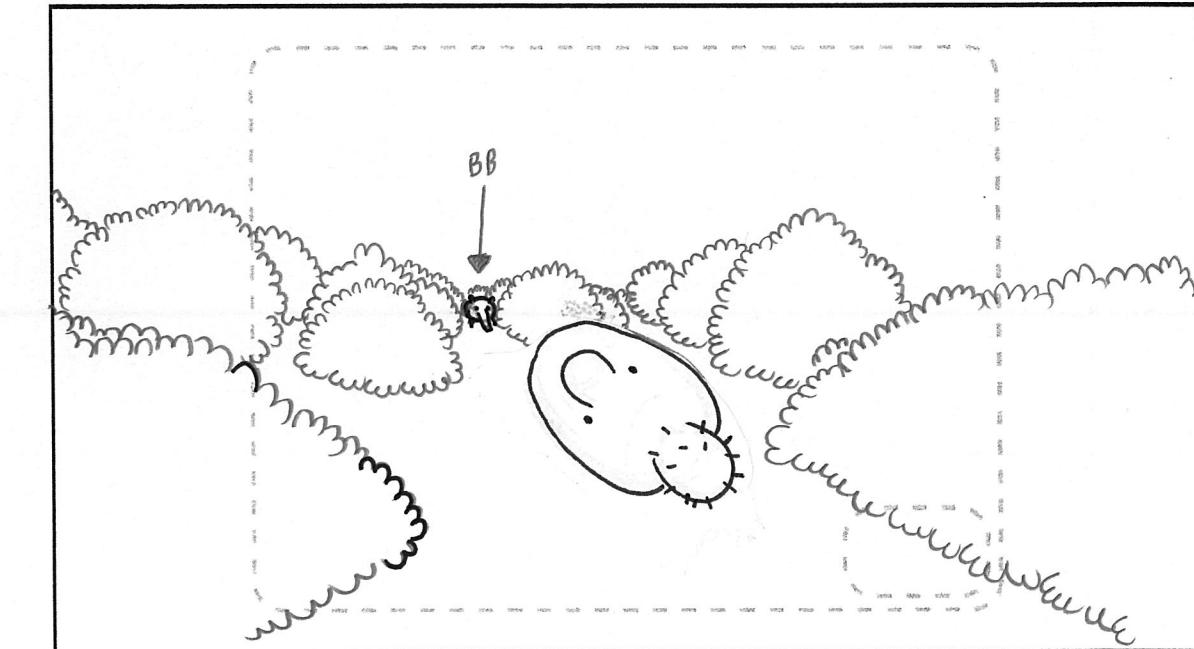
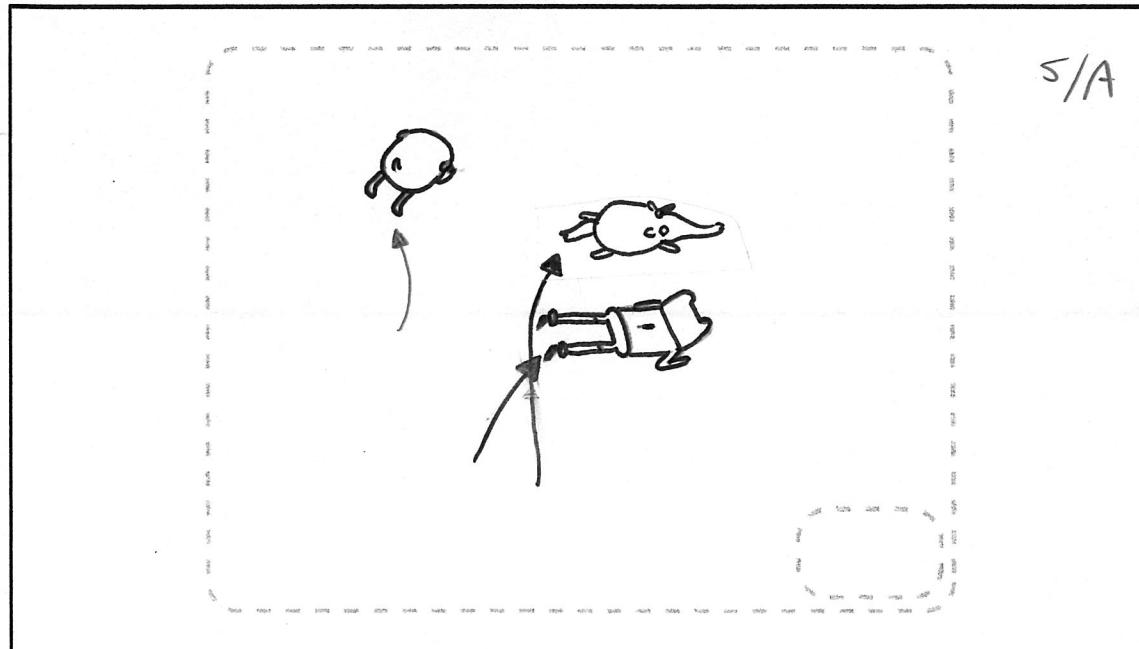
day night

Sc. 103

Pnl. A

Bg.

day night



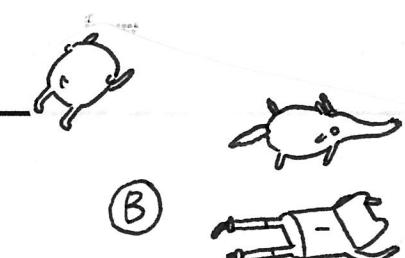
Dialog:

BB : [GASP]

BB: There's that trick ol' pin.

Action:

- F, J, BB CRAWL FORWARD.



- SEA LARD HAS ROLLED TO A STOP.

Timing:

1034-235

EPISODE #

Production :

# ADVENTURE TIME



Page 175

Sc. 103

Pnl. B

Bg.

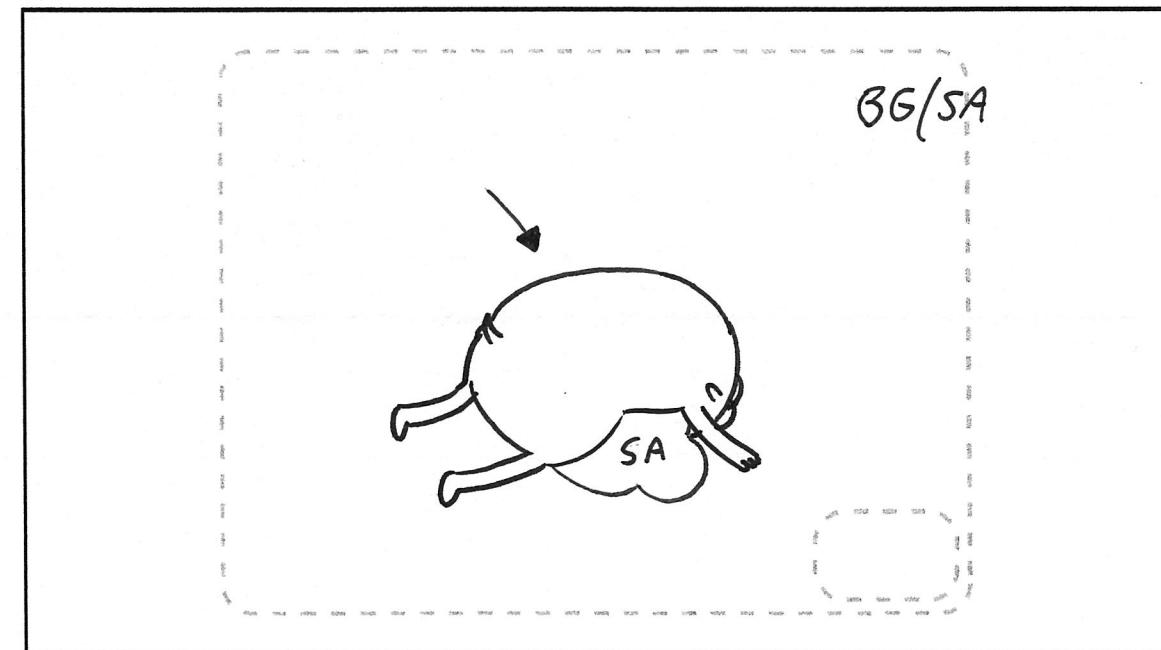
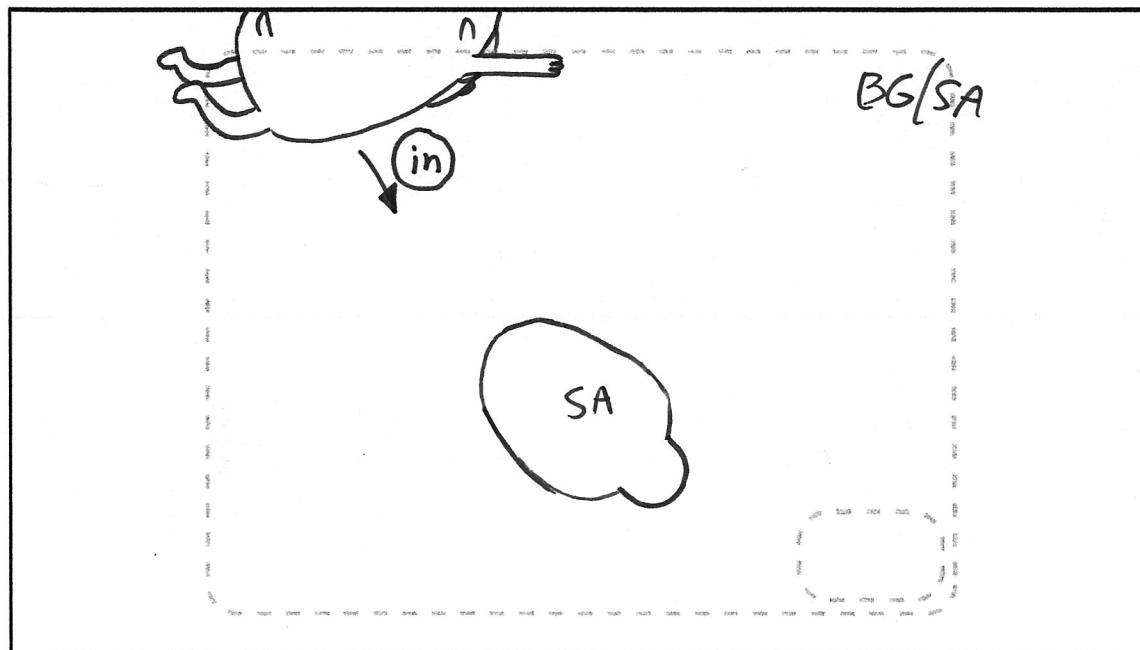
day night

Sc. 103

Pnl. C

Bg.

day night



Dialog:

① AM- BOOSH!

SFX: \*WHOOMP\*

Action:

- J. LEAPS ON/S.

- J. LANDS ON SEA LARD.

Timing:

EPISODE # 1031-235

Production :

# ADVENTURE TIME



Page 176

Sc. 103

Pnl. D

Bg.

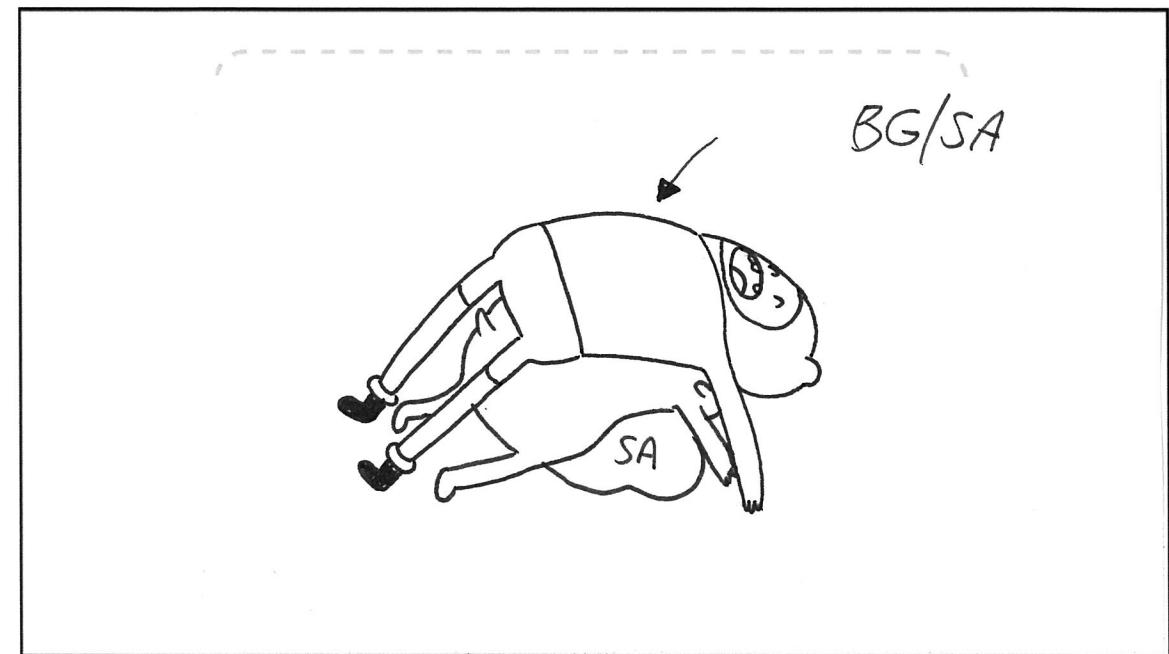
day night

Sc. 103

Pnl. E

Bg.

day night



Dialog:

SFX: \* WHUMP \*

Action:

-FINN FLIES ON/S,

-F. LANDS ON JAKE.

Timing:

Production :

EPISODE #

1034-235

# ADVENTURE TIME



Page 177

Sc. 104

Pnl. A

Bg.

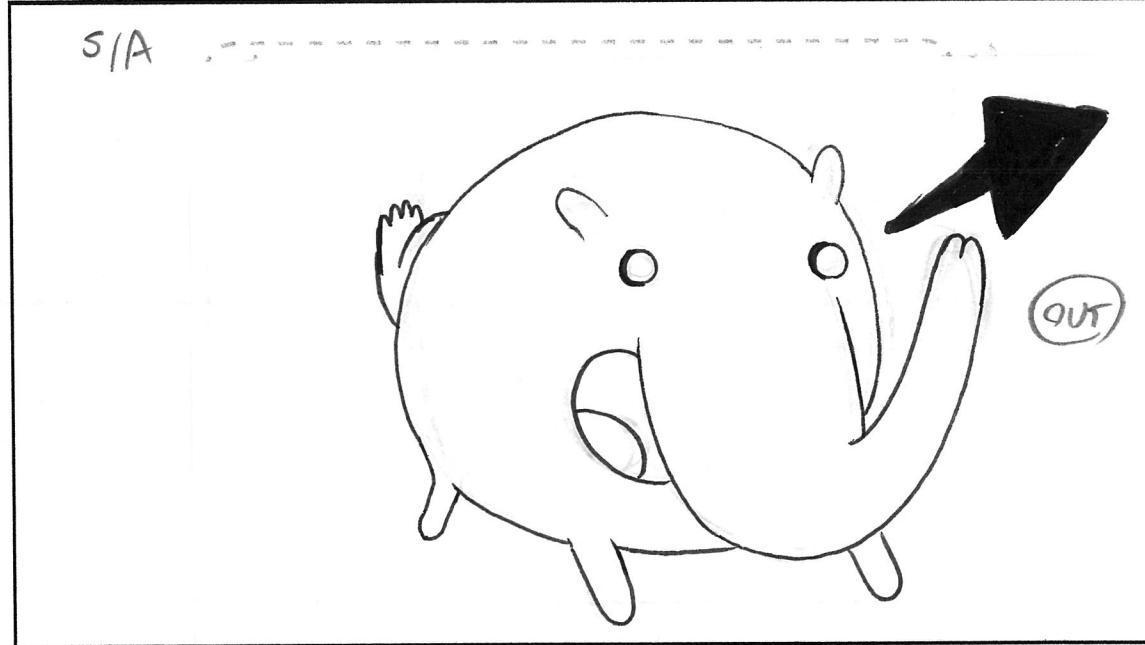
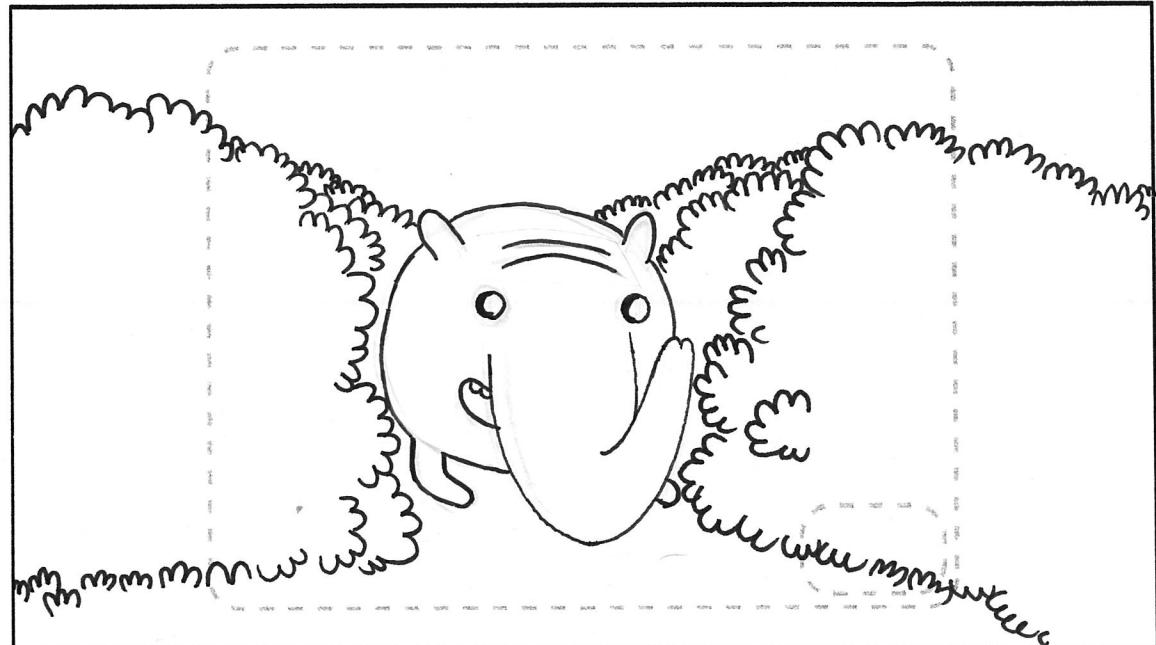
day night

Sc. 104

Pnl. B

Bg.

day night



Dialog:

BB: You caught it!

Action:

- BB RUNS FORWARD

Timing:

Production :

EPISODE # 1034-235

# ADVENTURE TIME

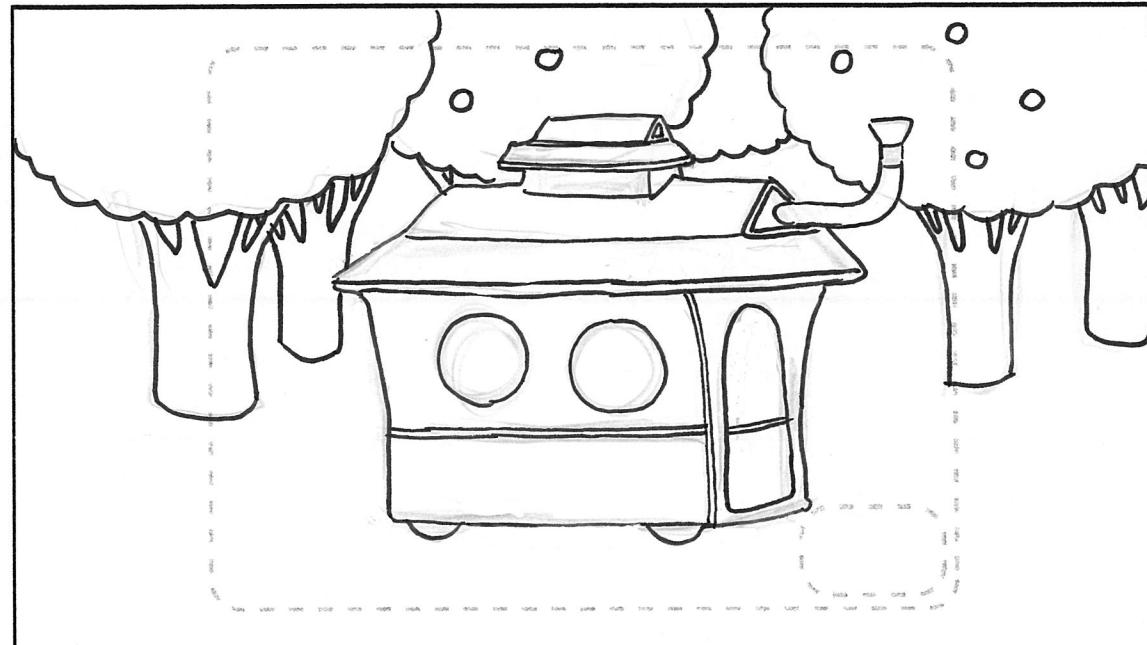
Sc. 105

Pnl. A

Bg.



day night

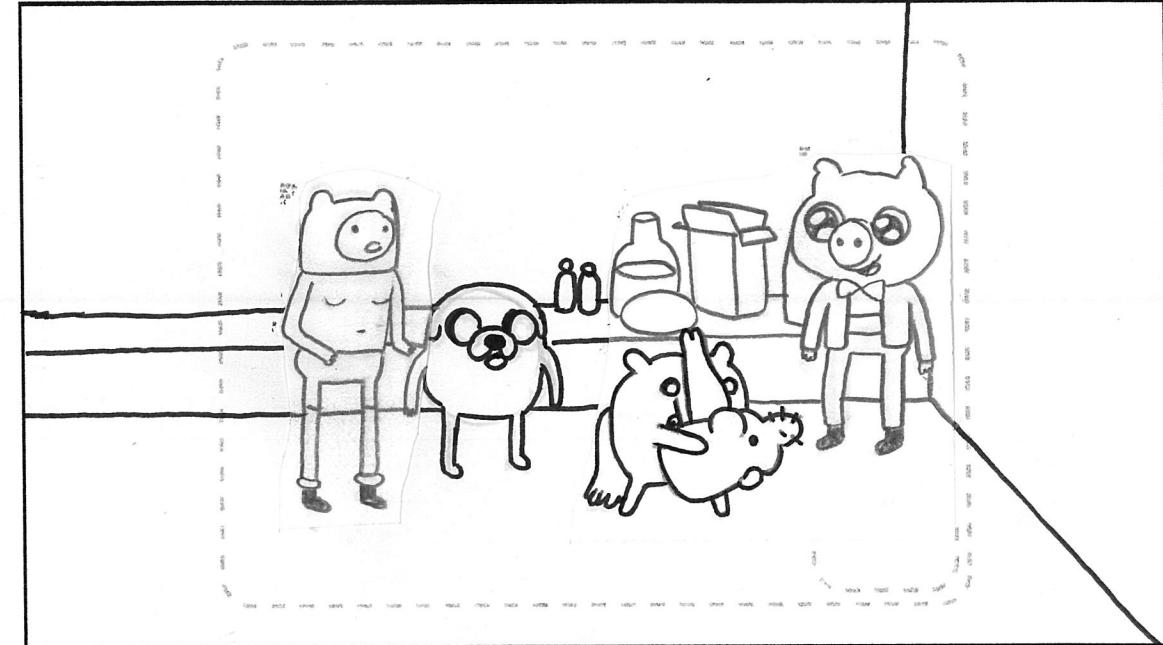


Sc. 106

Pnl. A

Bg.

day night



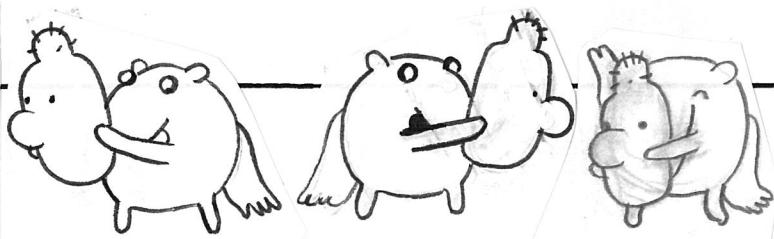
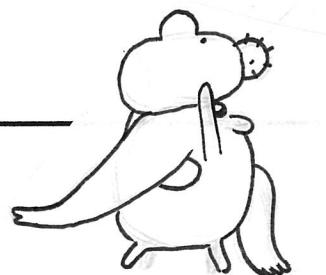
Dialog:

BB: [STRUGGLING]

-BB struggling with sea lard.

Action:

BB's place.



Timing:

Production :

1034-235

Page 178

EPISODE #

# ADVENTURE TIME



Page 179

Sc. 106

Pnl. B

Bg.

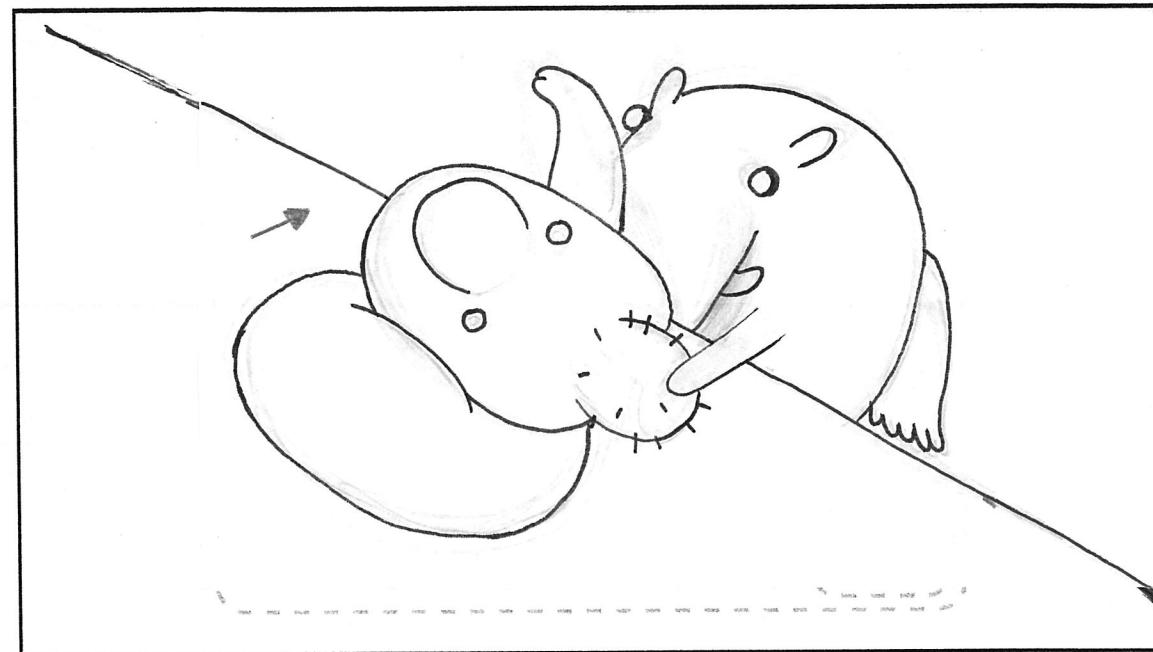
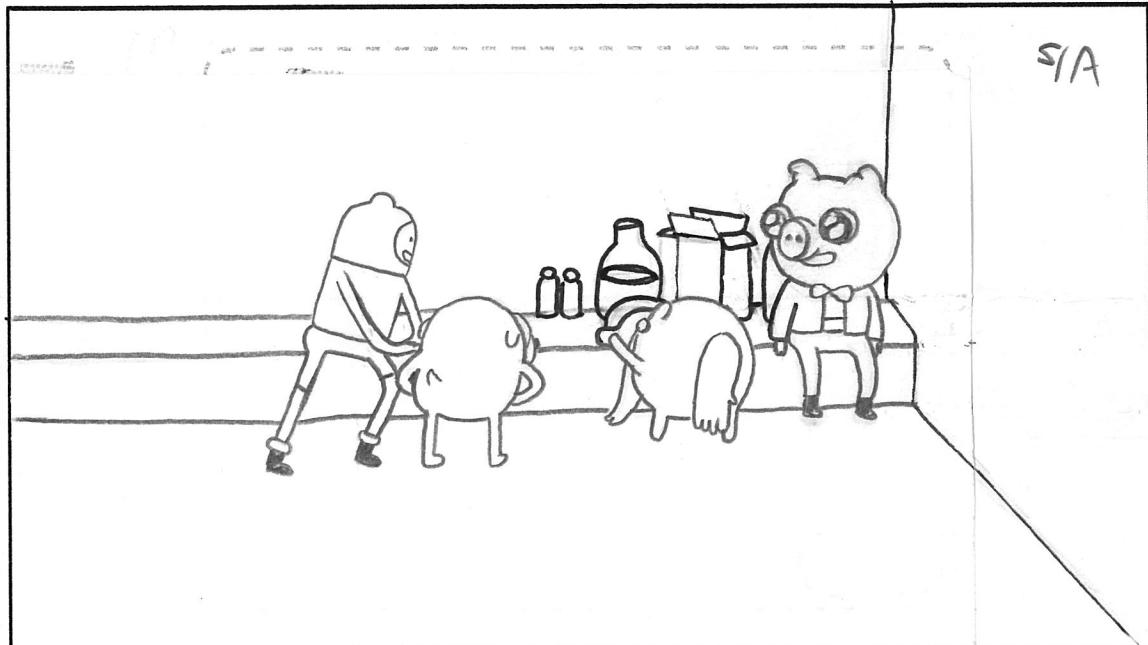
day night

Sc. 107

Pnl. A

Bg.

day night



Dialog:

Action:

- BB PUTS ROLLING PIN ON COUNTER.

Timing:

Production :

1034-235

EPISODE #

# ADVENTURE TIME



Page 180

Sc. 107

Pnl. B

Bg.

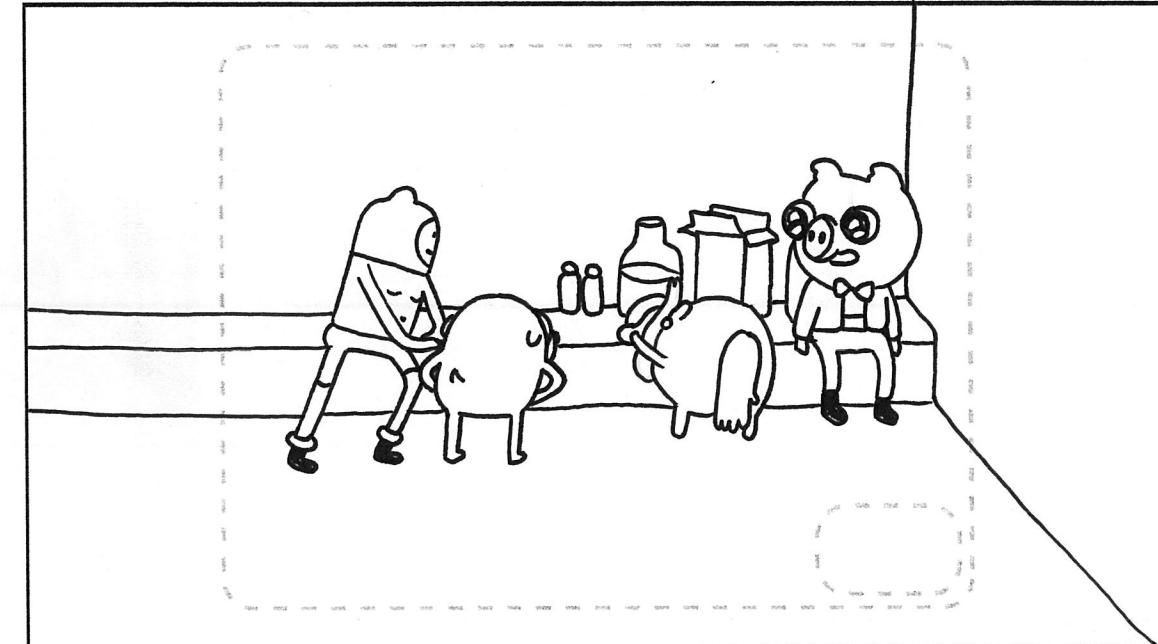
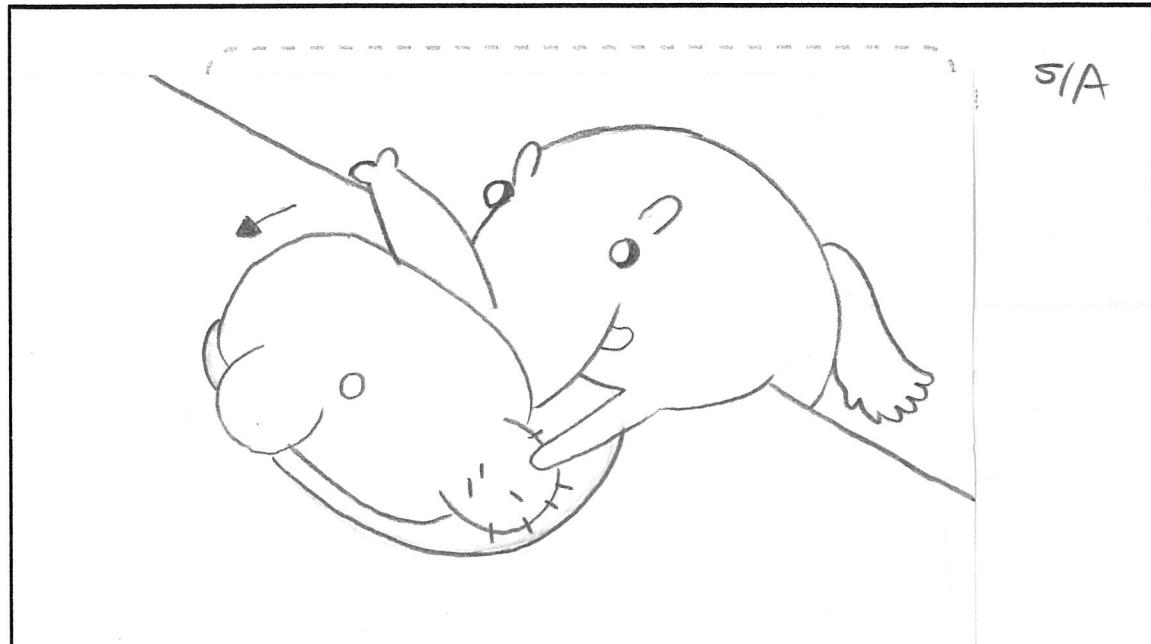
day night

Sc. 108

Pnl. A

Bg.

day night



Dialog:

Action:

-BB ROLLS DOUGH.

Timing:

Production :

1034-235

EPISODE #

# ADVENTURE TIME

Sc. 108

Pnl. B

Bg.



day night

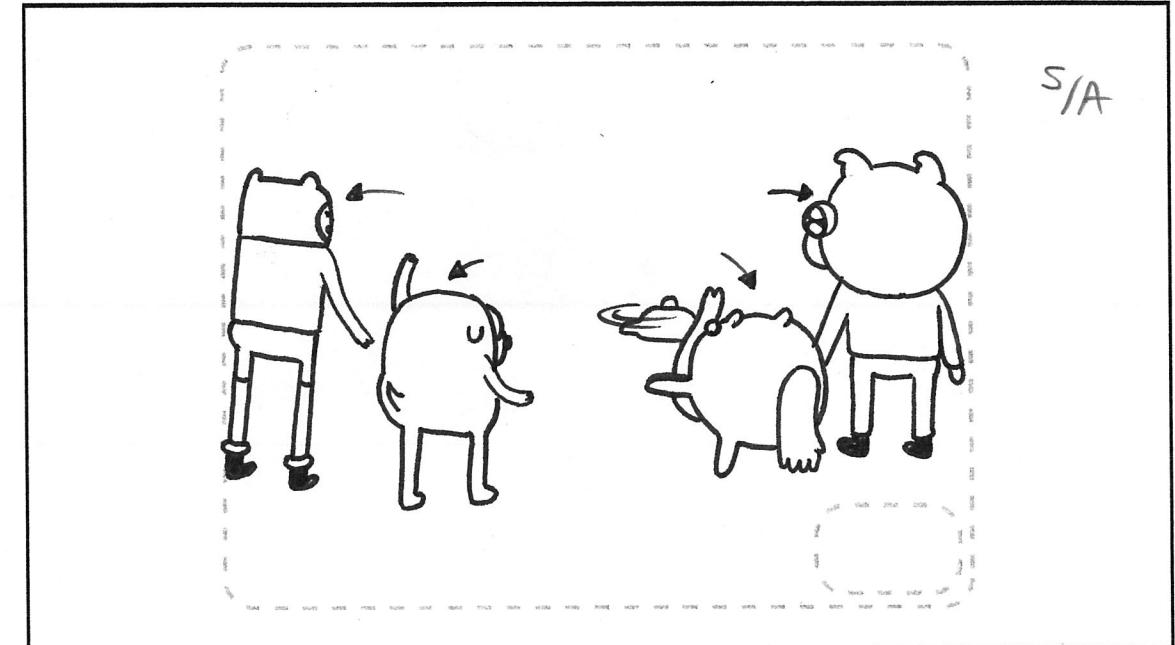
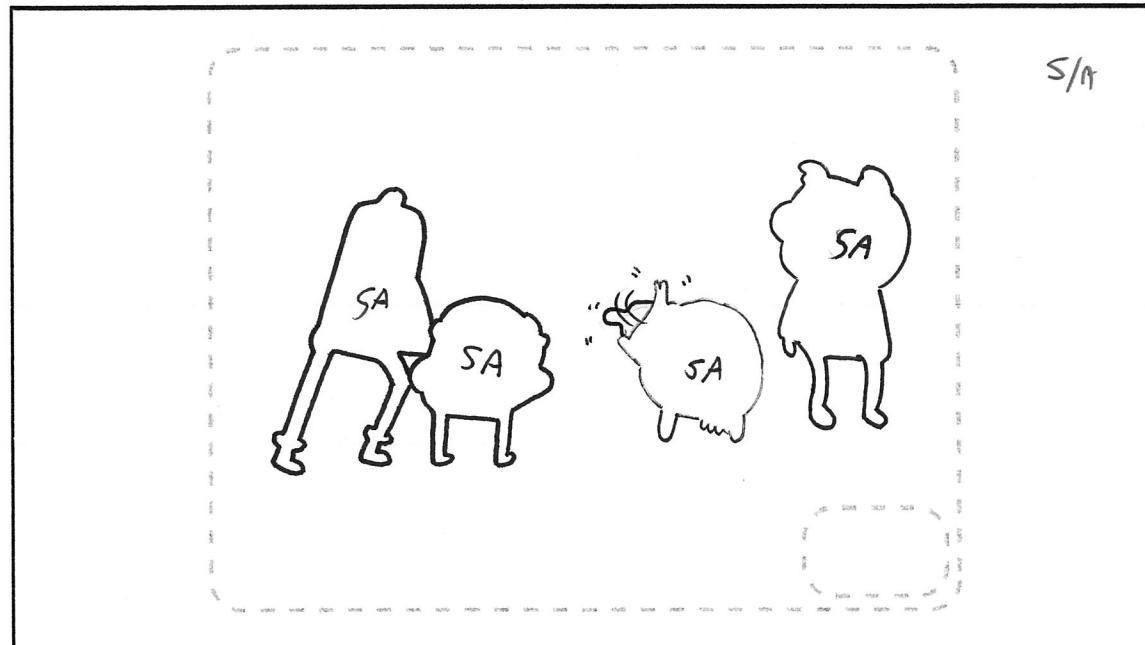
Sc. 108

Pnl. C

Bg.

day night

Page 181



## Dialog:

SFX: \* WB-WB-WB-WB \*

Action: Sealard thrashes around on counter. — Everyone jumps back.

## Timing:

Production :

EPISODE #

1034-235

Page 181

# ADVENTURE TIME

Sc. 108

Pnl. D

Bg.



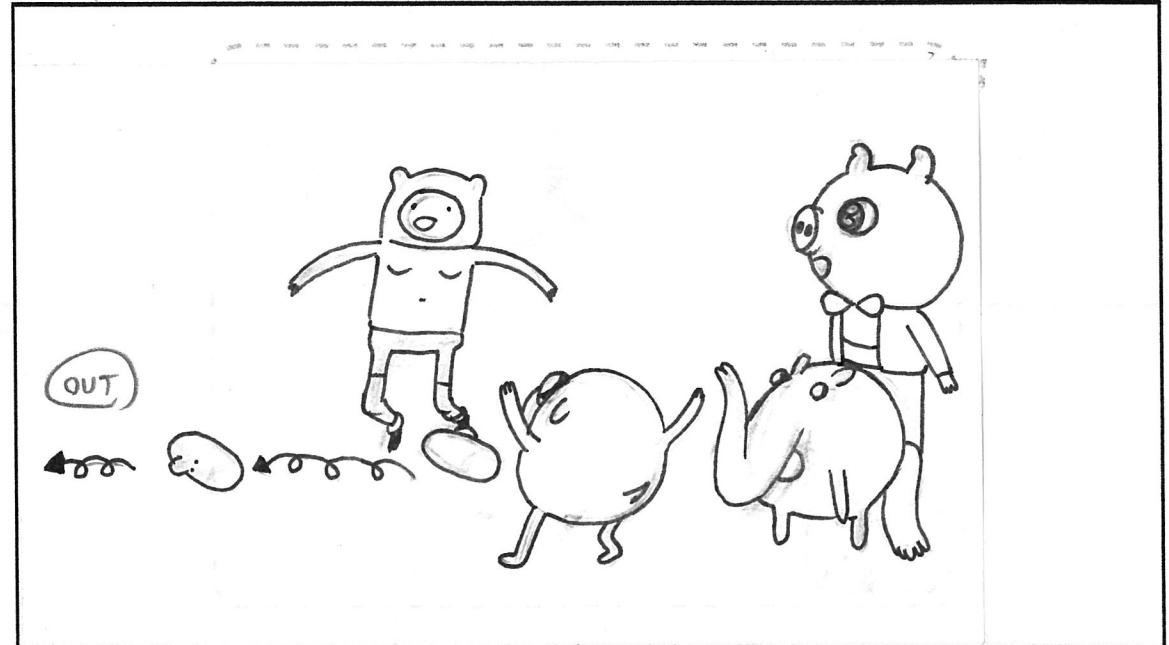
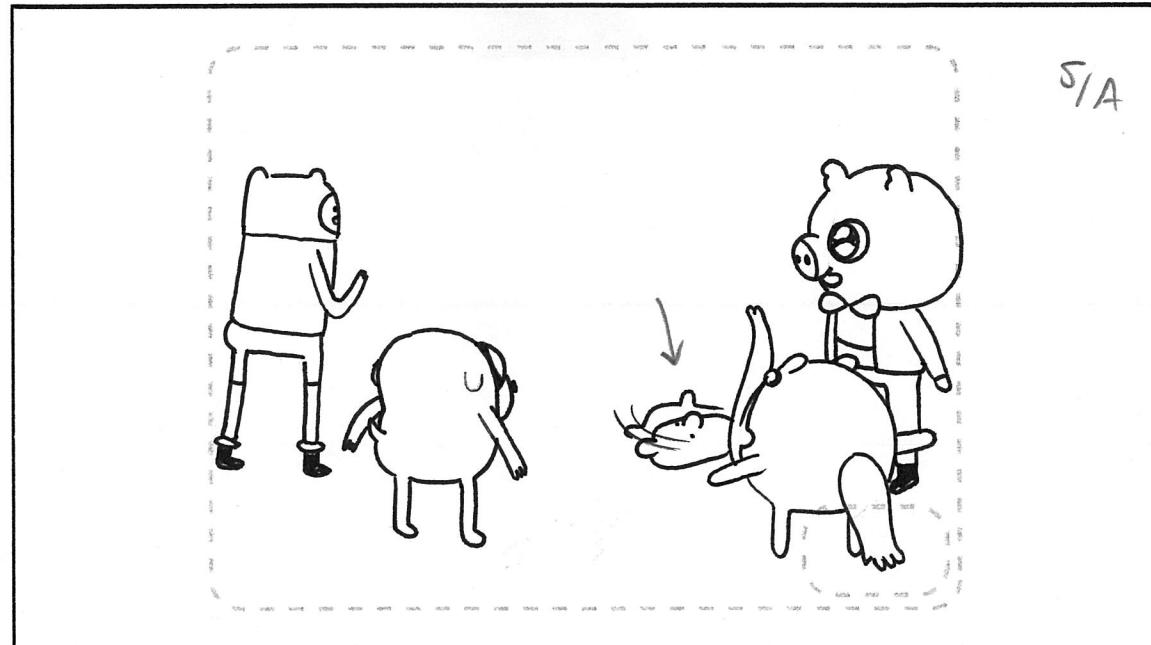
day night

Sc. 108

Pnl. E

Bg.

day night



#### Dialog:

SFX: + THMP \*

BB: It's getting away again!

#### Action:

- SEA LARD DROPS TO THE GROUND

- SEA LARD ROLLS OFF/S.

#### Timing:

Production :

1034-235

Page 182

EPISODE #

# ADVENTURE TIME



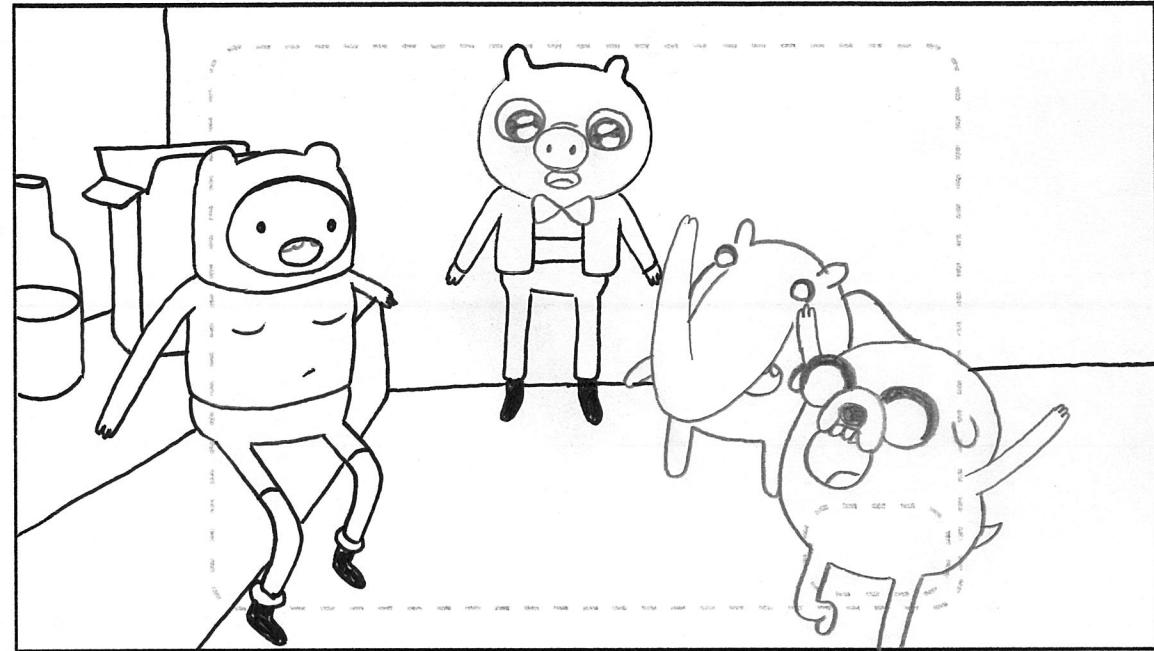
Page 183

Sc. 109

Pnl. A

Bg.

day night

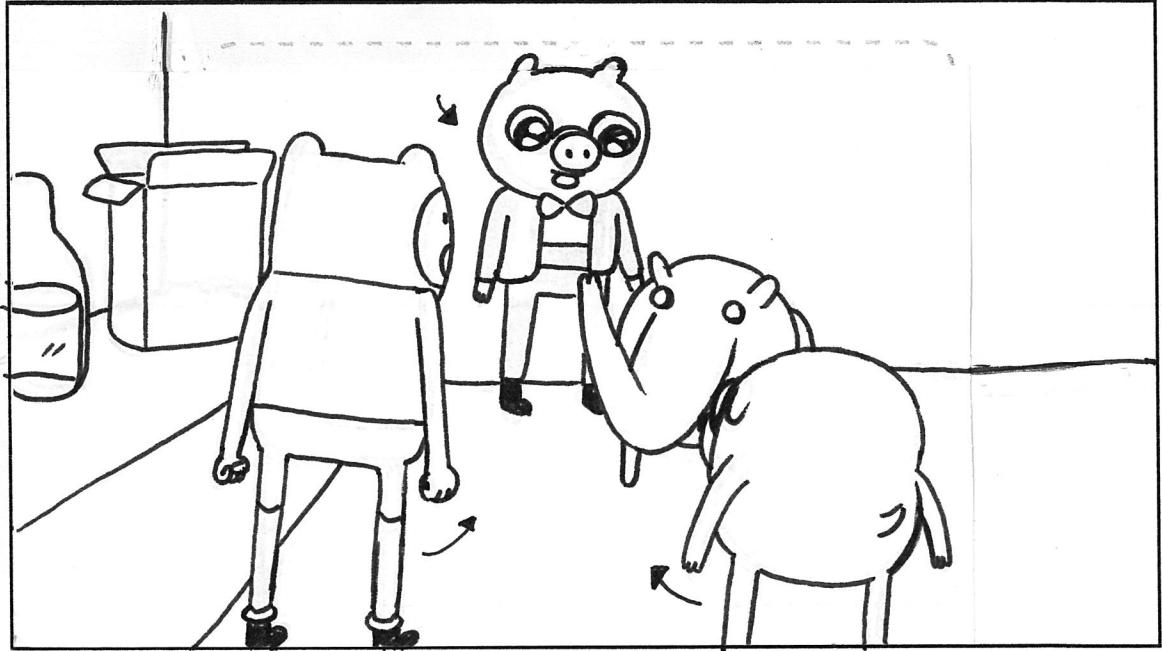


Sc. 109

Pnl. B

Bg.

day night



Dialog:

F: Ma'am I think that rolling pin  
is sentient!

Action:

- EVERYONE LOOK SHOCKED.

Timing:

Production :

EPISODE #

1034-235

# ADVENTURE TIME



Sc. 109

Pnl. C

Bg.

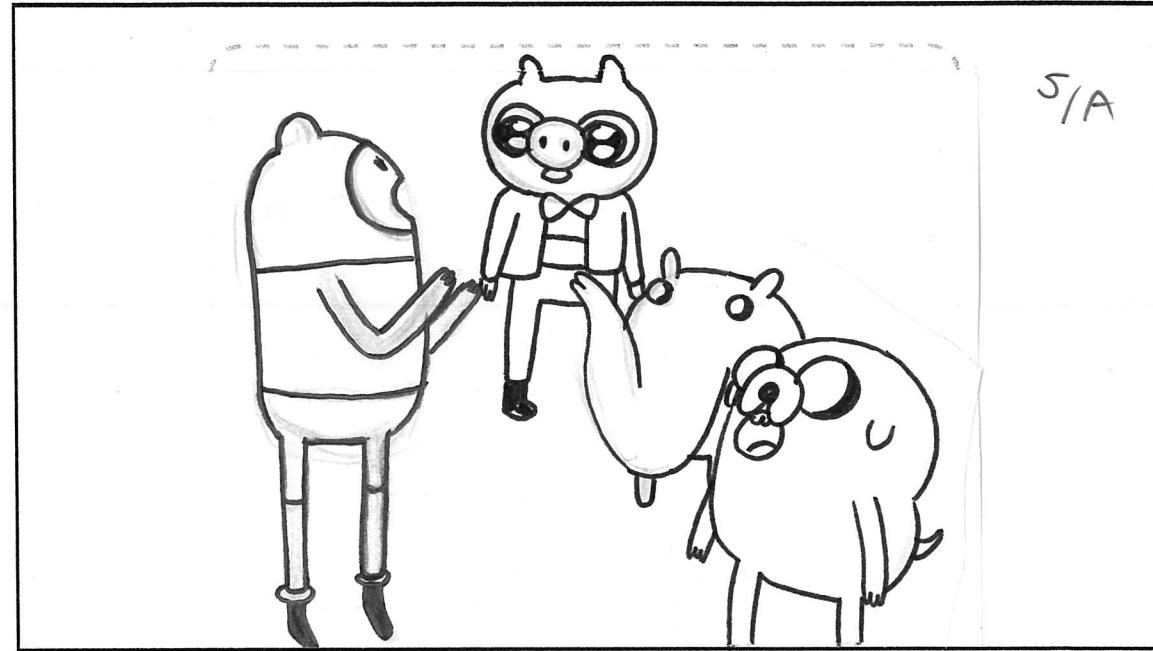
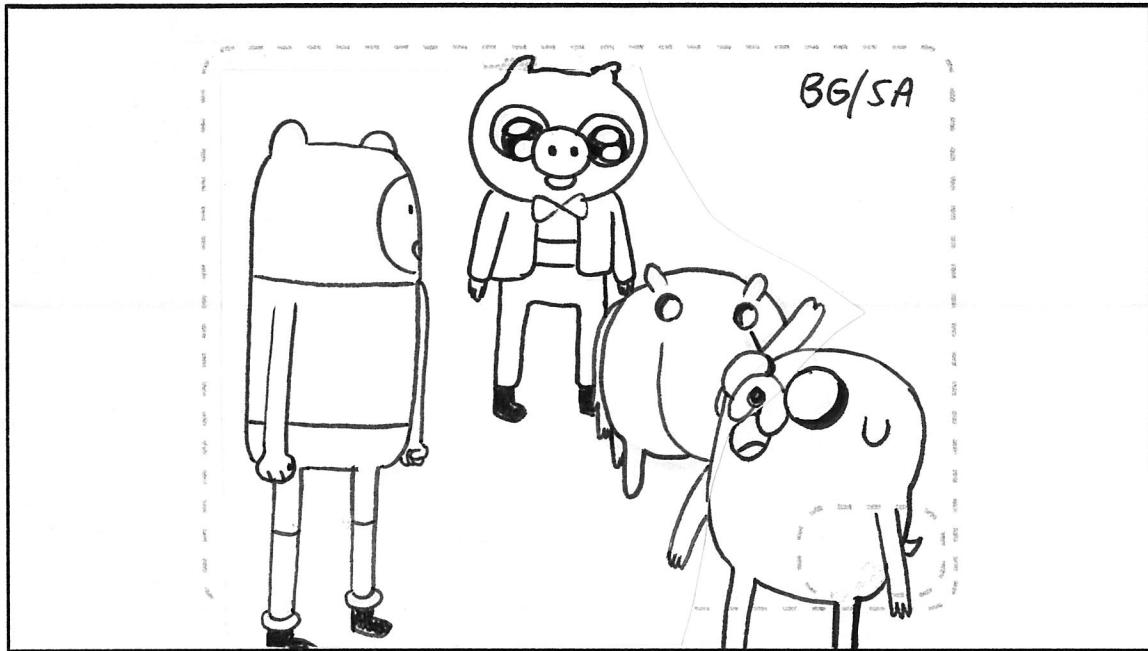
day night

Sc. 109

Pnl. D

Bg.

day night



**Dialog:**

J: Yeah, I don't think it wants  
to be a rolling pin.

F: Dog!

**Action:**

**Timing:**

# ADVENTURE TIME

Sc. 109

Pnl. E

Bg.



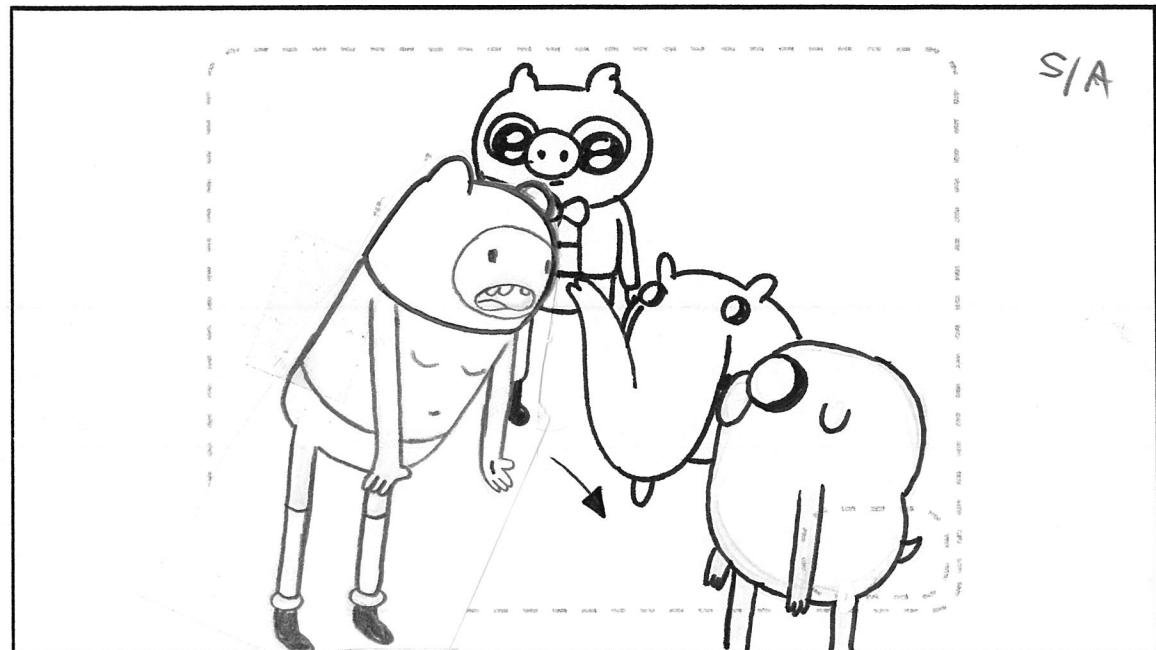
day night

Sc. 109

Pnl. F

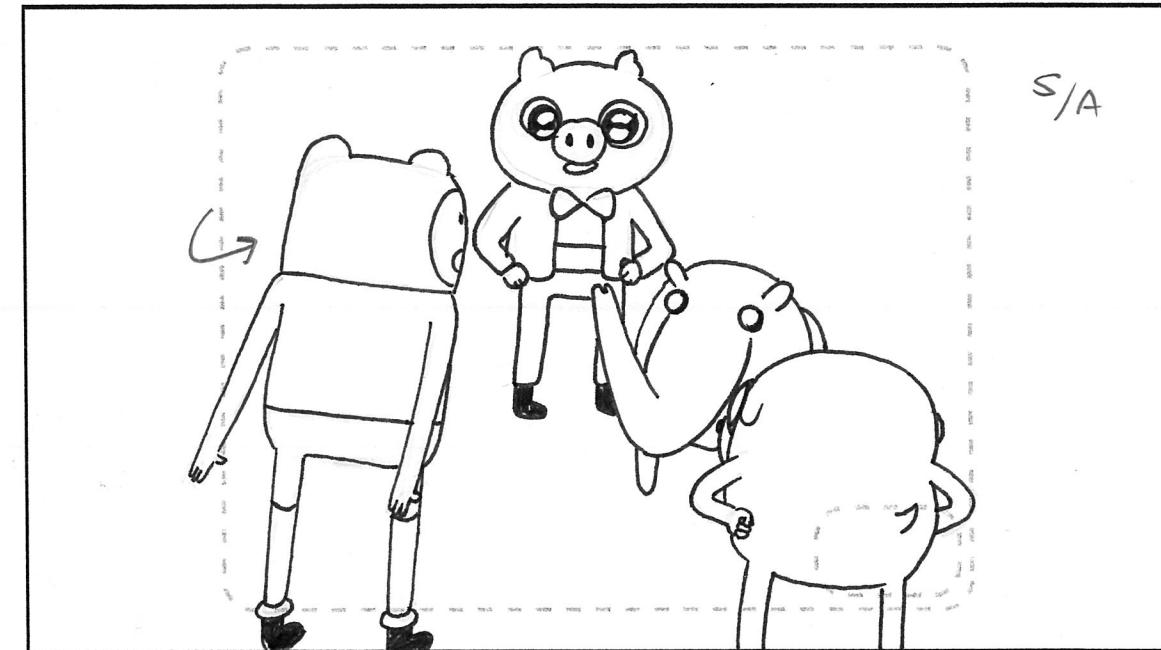
Bg.

day night



Dialog:

F: We have to save that  
rolling pin!



F: Where did it go?!

Action:

Timing:

Production :

1034-235

EPISODE #

Page 185

# ADVENTURE TIME



Page 186

Sc. 109

Pnl. G

Bg.

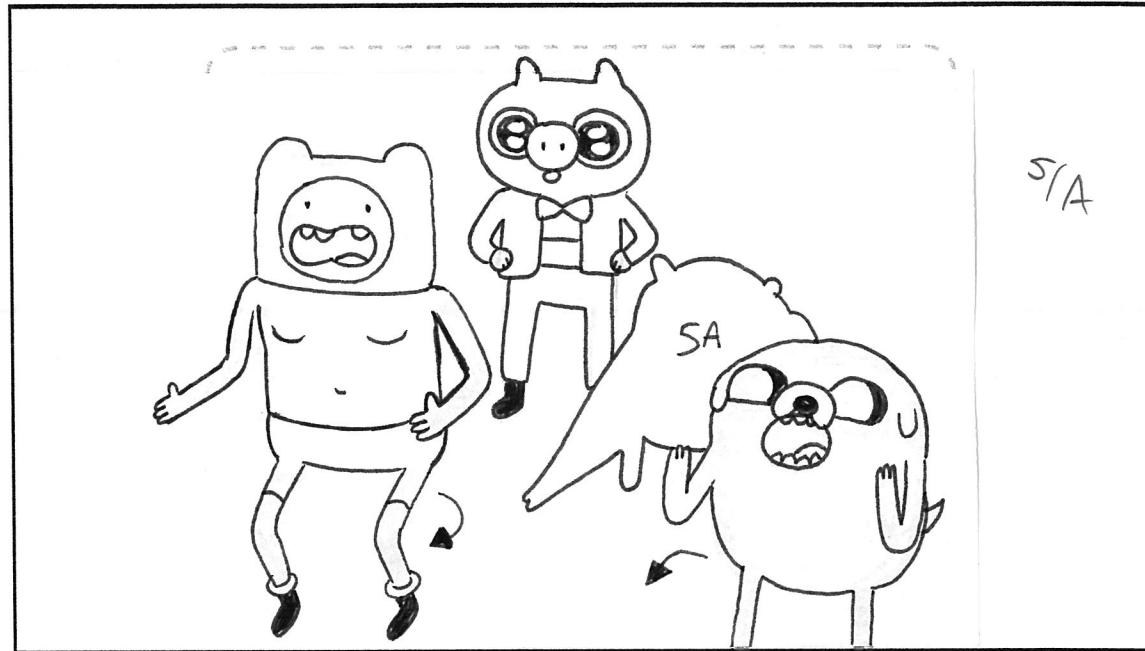
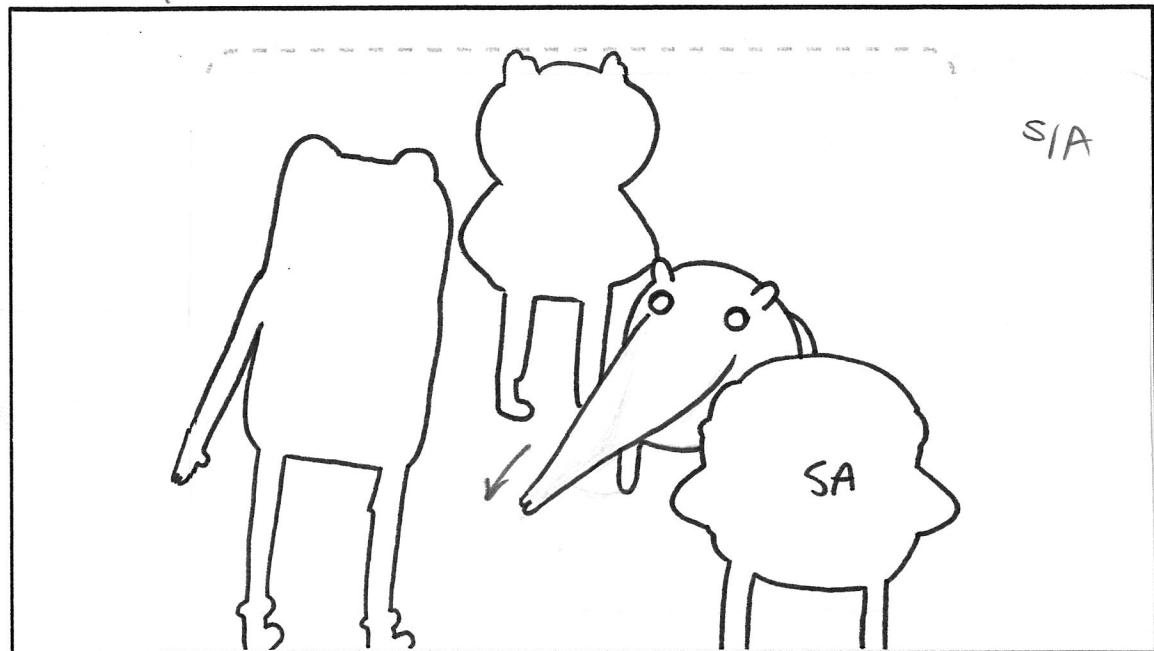
day night

Sc. 109

Pnl. H

Bg.

day night



## Dialog:

## Action:

- BB POINTS WITH TRUNK.

- F, J TURN.

## Timing:

1034-235

EPISODE #

Production :

# ADVENTURE TIME



Page 187

Sc. 110

Pnl. A

Bg.

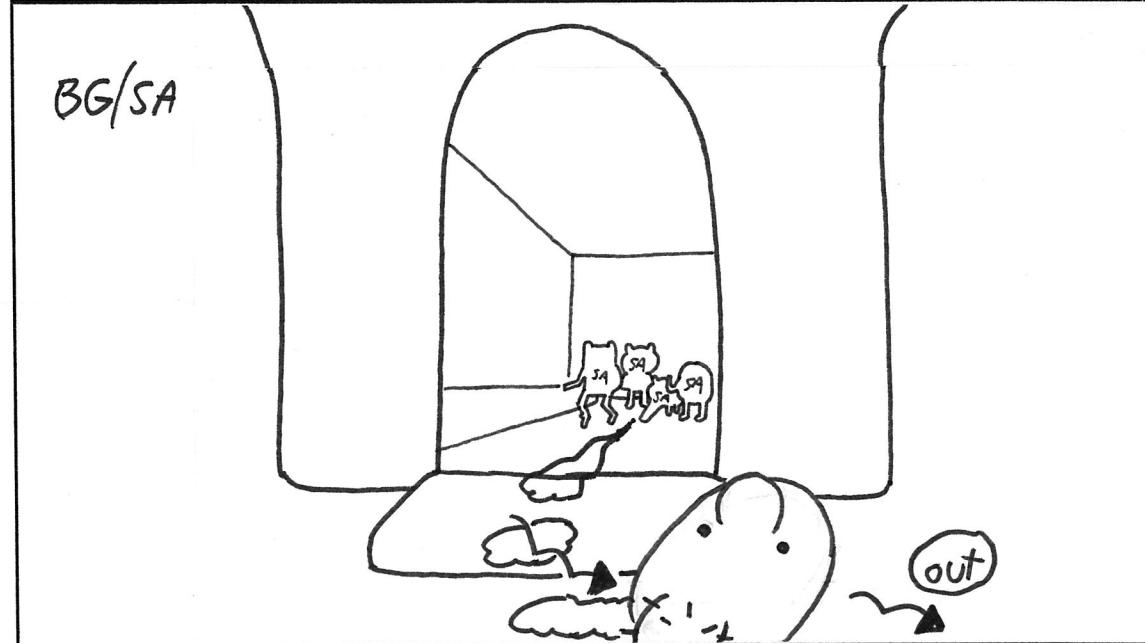
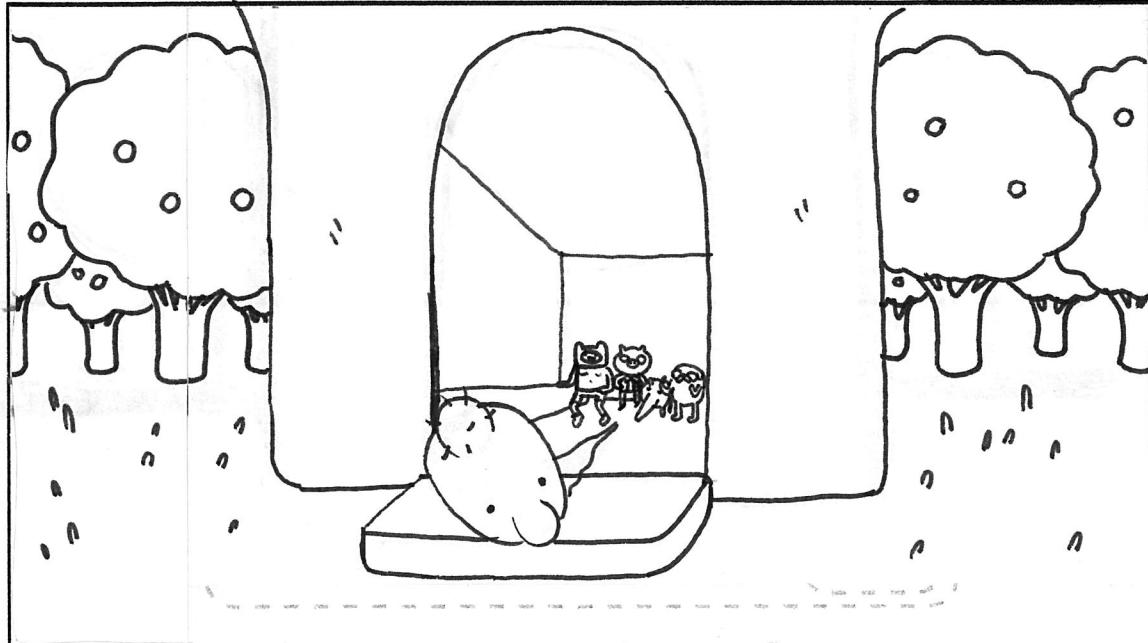
day night

Sc. 110

Pnl. B

Bg.

day night



Dialog:

SFX: \* RRR RR \*

Action:

- SEA LARD ROLLS OFF/S.

Timing:

Production :

1034-235

EPISODE #

# ADVENTURE TIME



Page 188

Sc. 110

Pnl. C

Bg.

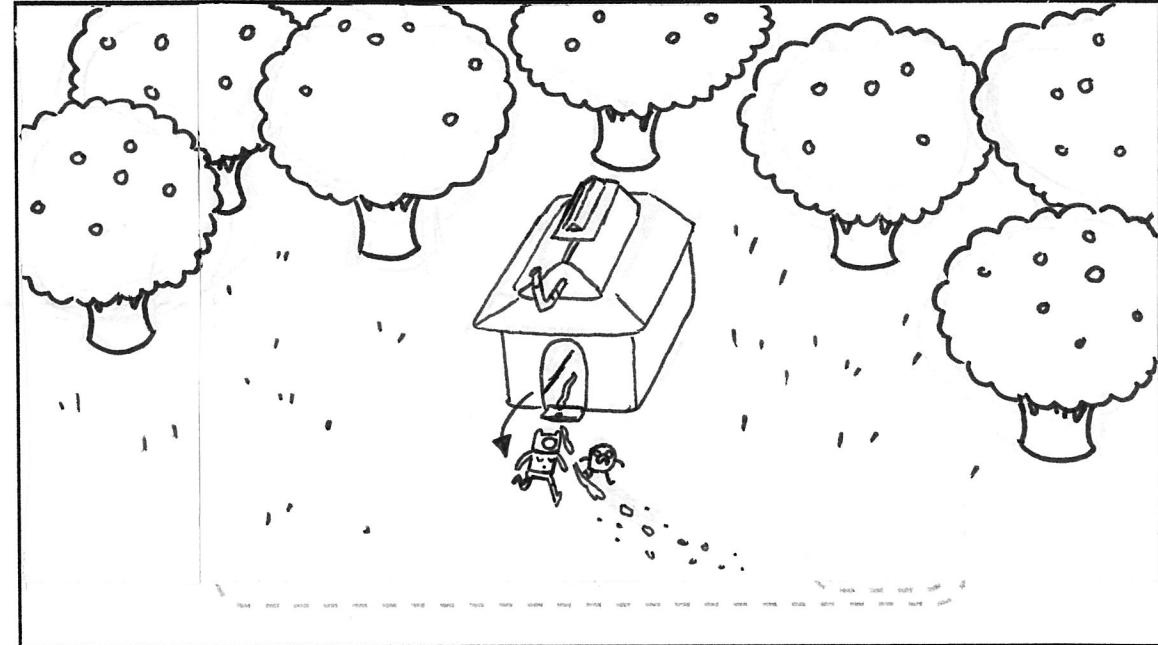
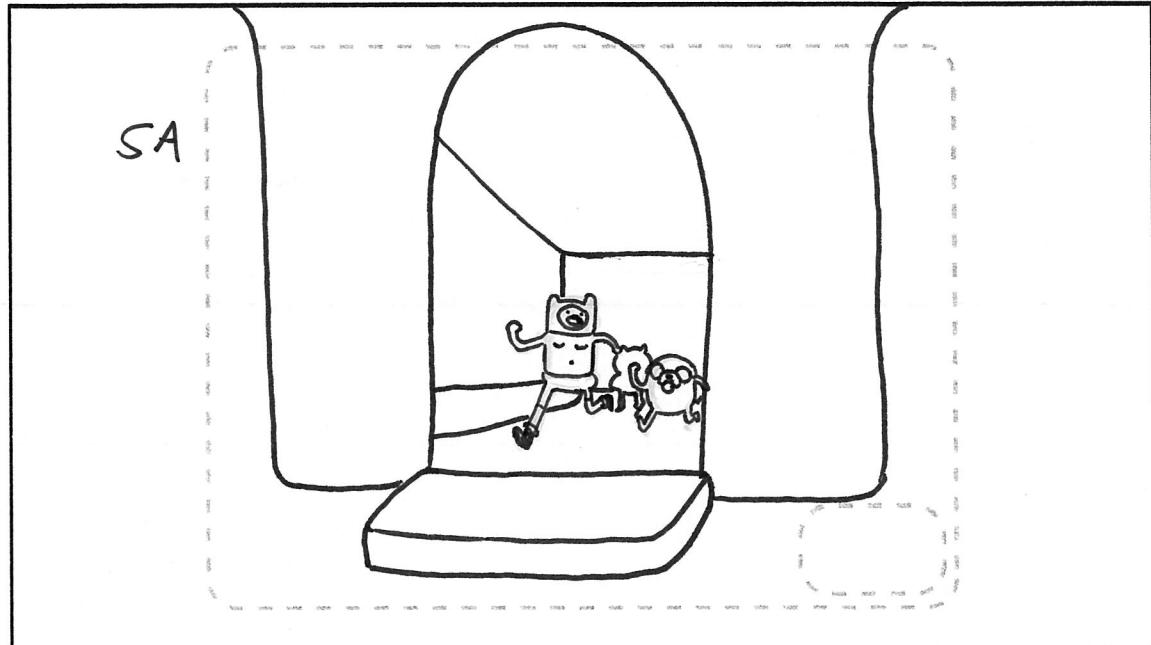
day night

Sc. 111

Pnl. A

Bg.

day night



## Dialog:

① ROLLING PIN -

① WE WANT TO HELP !

## Action:

- F, J RUN FORWARD.

- F, J RUN OUT of HOUSE.



## Timing:

# ADVENTURE TIME



Page 189

Sc. 112

Pnl. A

Bg.

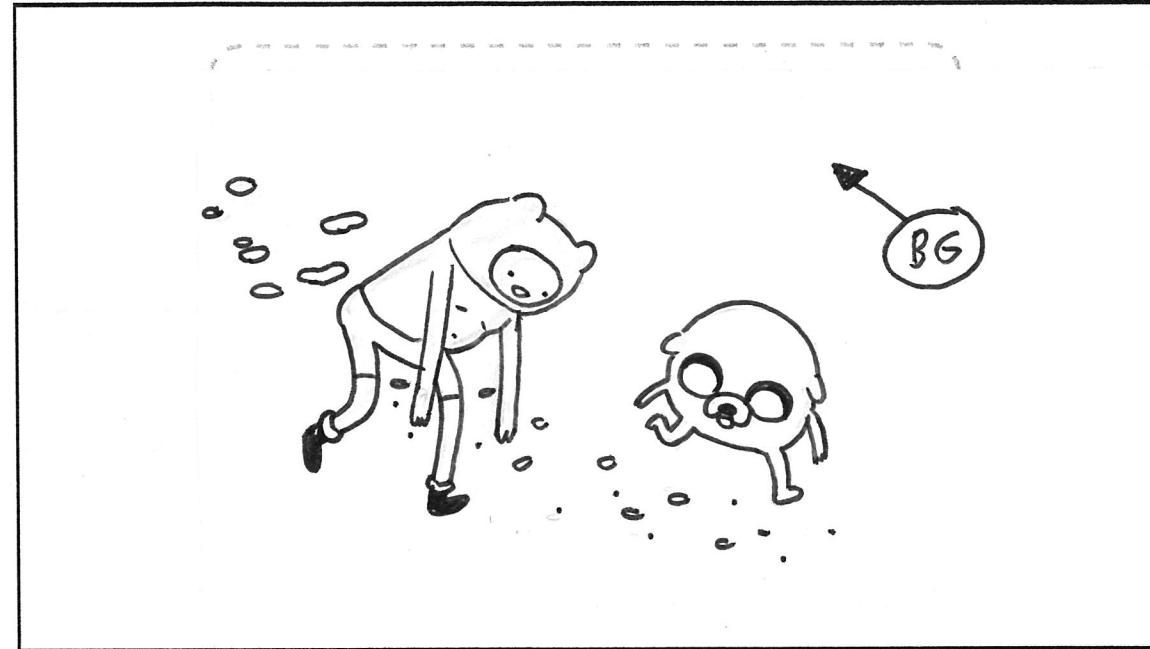
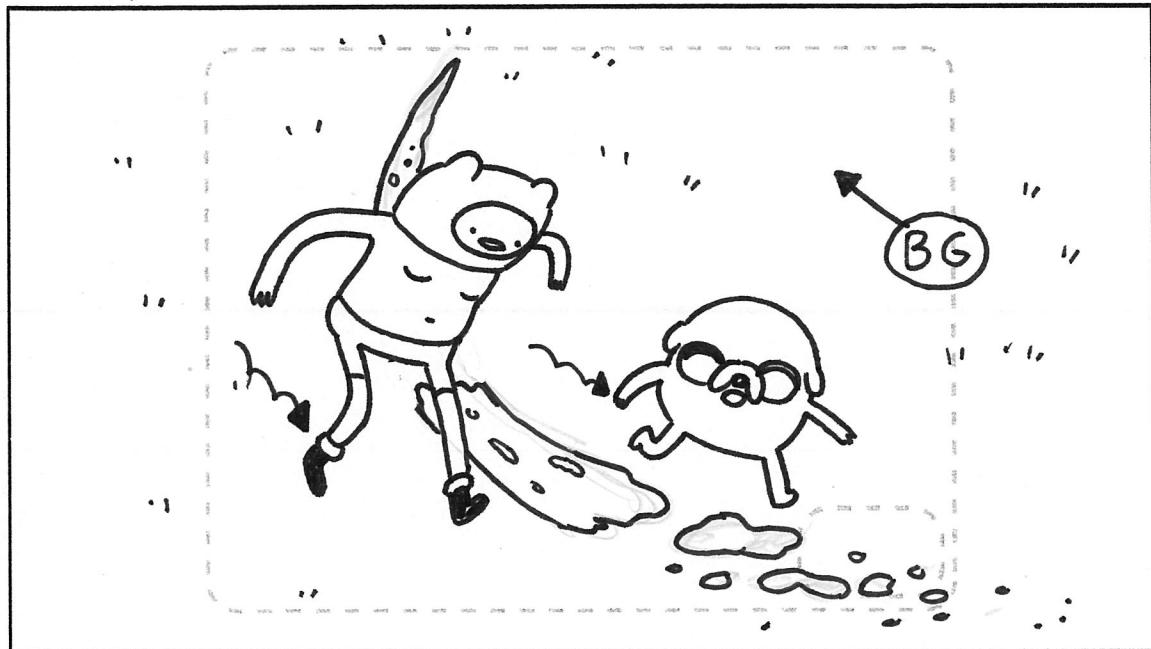
day night

Sc. 112

Pnl. B

Bg.

day night



Dialog:



Action:

-F,N FOLLOW  
SLIME TRAIL

Timing:

1034-235

Production :

# ADVENTURE TIME



Page 190

Sc. 112

Pnl. C

Bg.

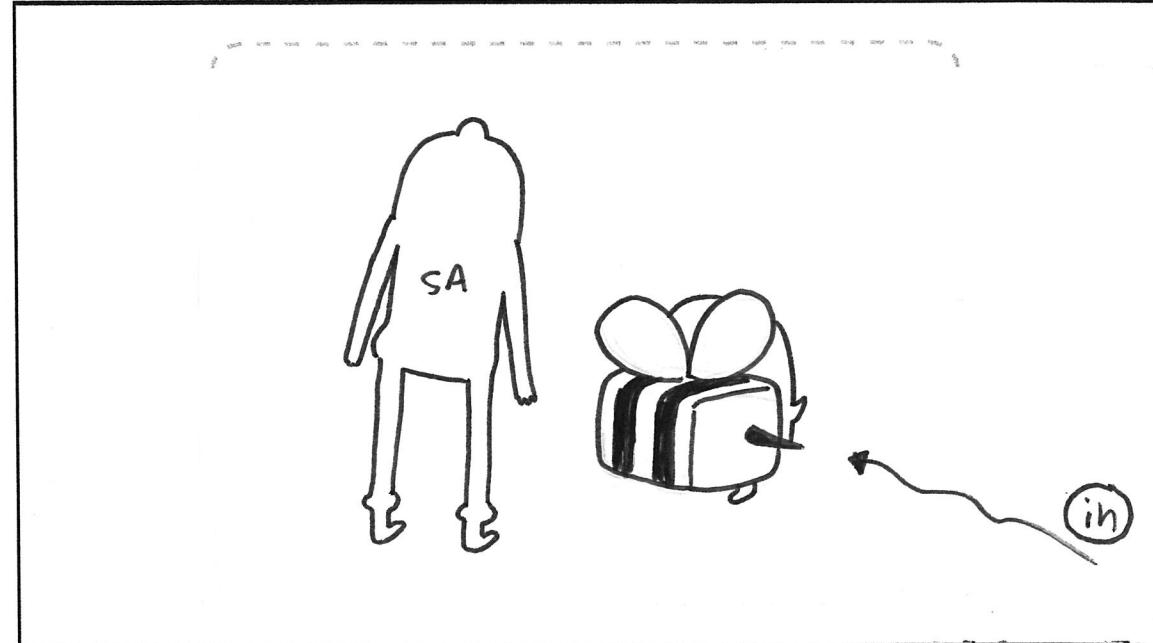
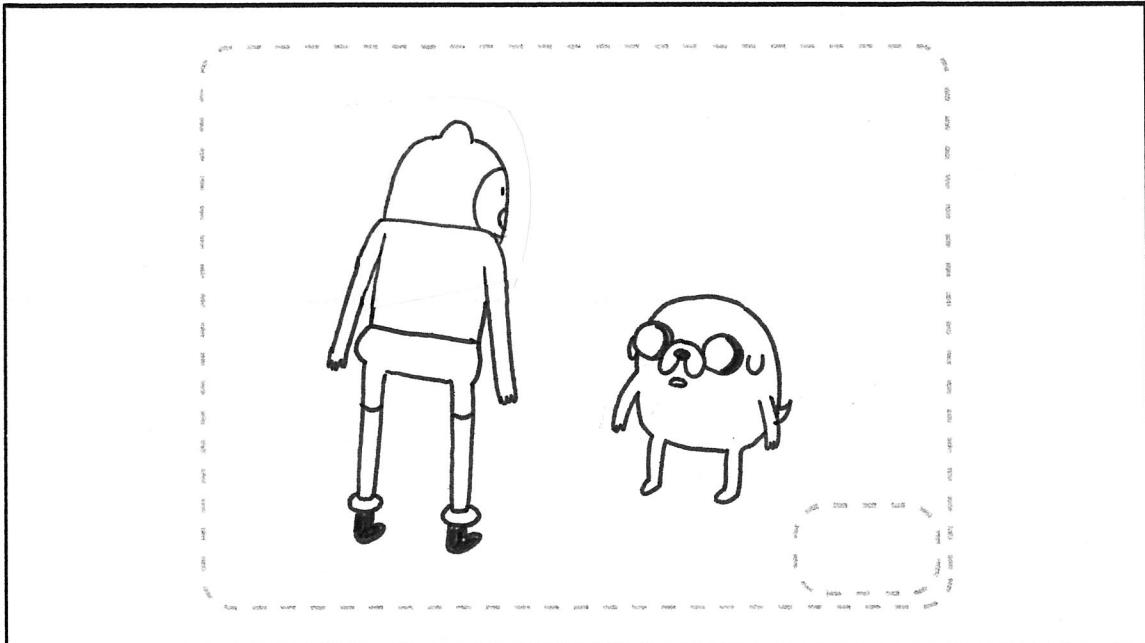
day night

Sc. 112

Pnl. D

Bg.

day night



**Dialog:**

J: Rolling pin trail has  
gone cold...

BEE: (BUZZ)

**Action:**

- BEE FLIES ON/S.

**Timing:**

1034-235

EPISODE #

Production :

# ADVENTURE TIME



Page 191

Sc. 112

Pnl. E

Bg.

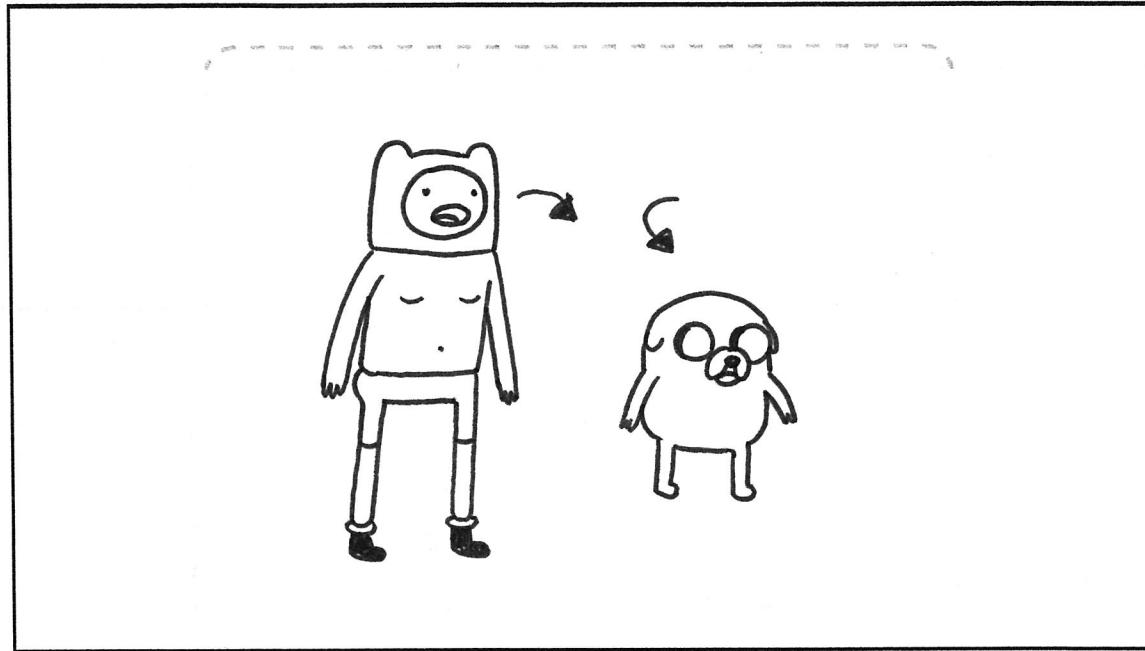
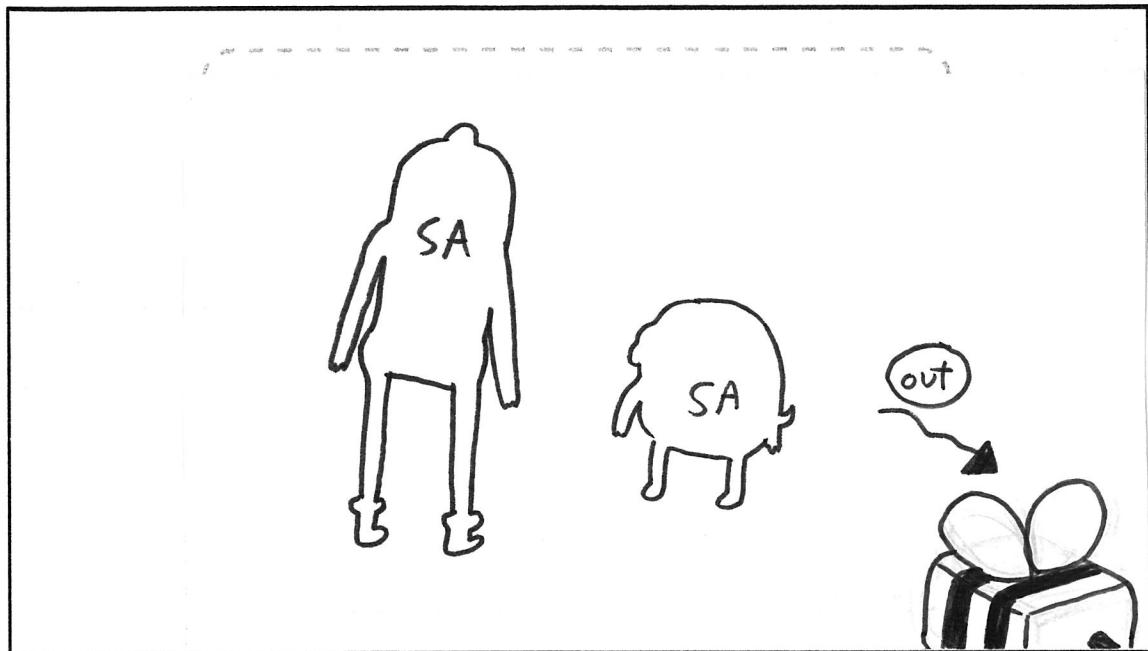
day night

Sc. 112

Pnl. F

Bg.

day night



## Dialog:

B: ZZZZ

f: Bee  
J: Whoa...

## Action:

- BEE FLIES OFF/S.

## Timing:

# ADVENTURE TIME



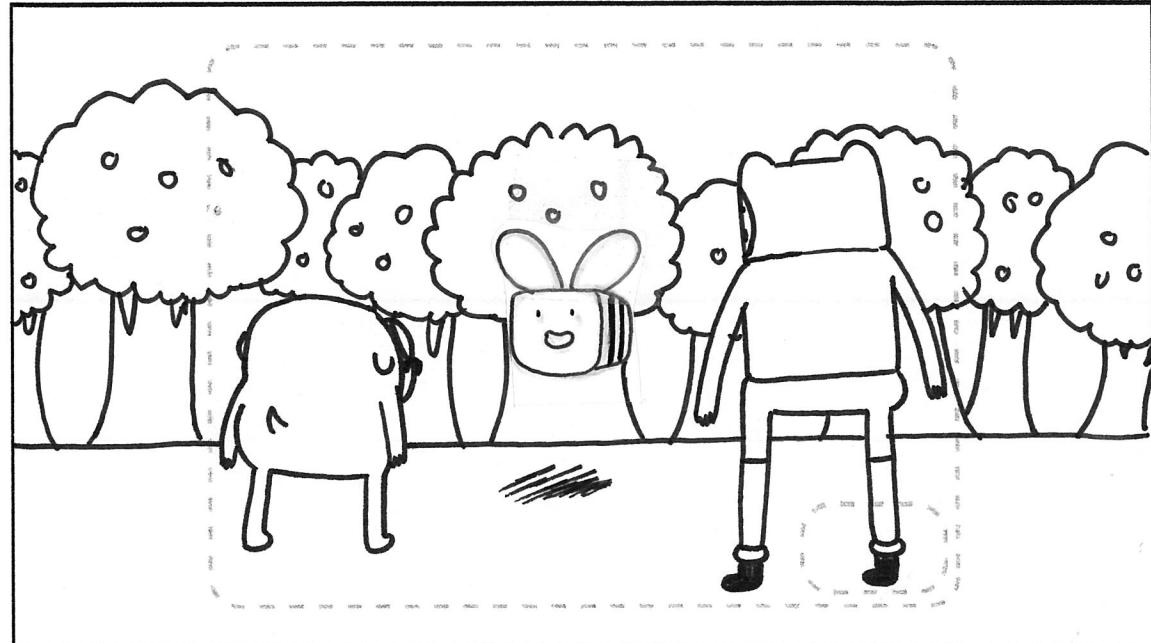
Page 192

Sc. 113

Pnl. A

Bg.

day night

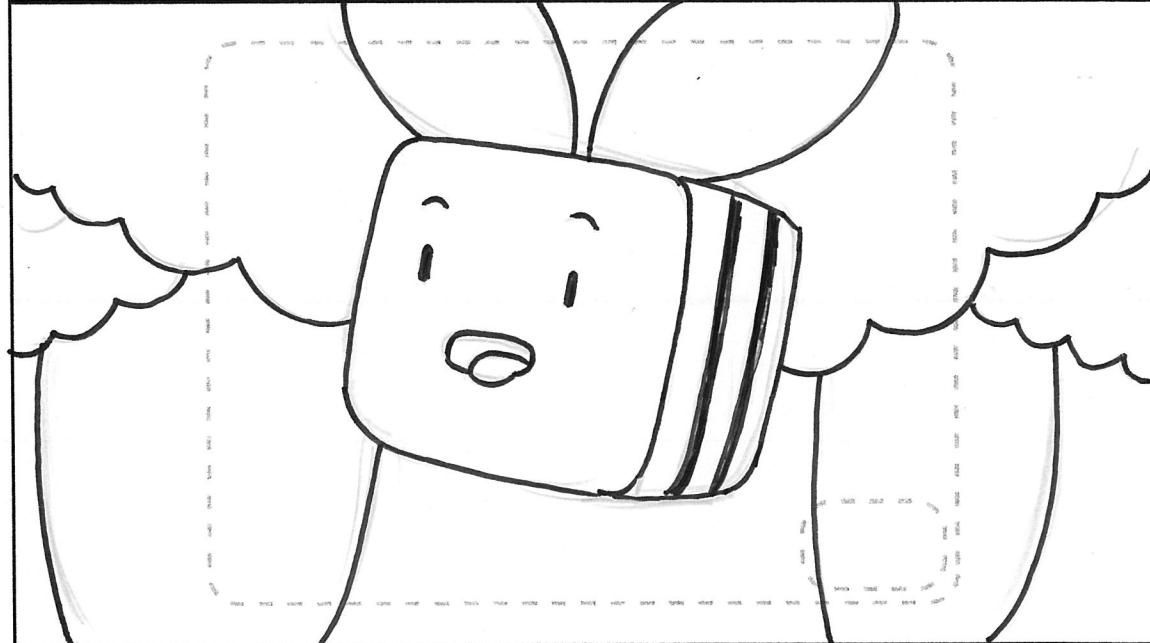


Sc. 114

Pnl. A

Bg.

day night



#### Dialog:

B: Buzz...

B: Listen for a sound,  
and look, look around...

#### Action:

- BMO-SHAPED BEE HOVERS  
IN FRONT of FINN + JAKE.

#### Timing:

1034-235

EPISODE #

Production :

# ADVENTURE TIME



Page 193

Sc. 114

Pnl. B

Bg.

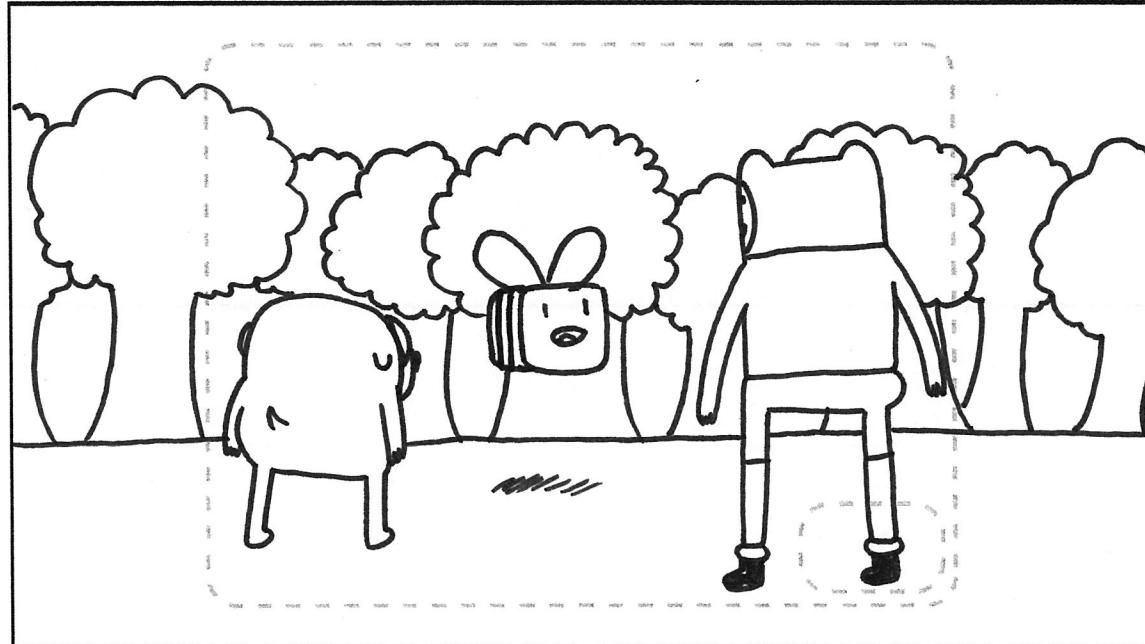
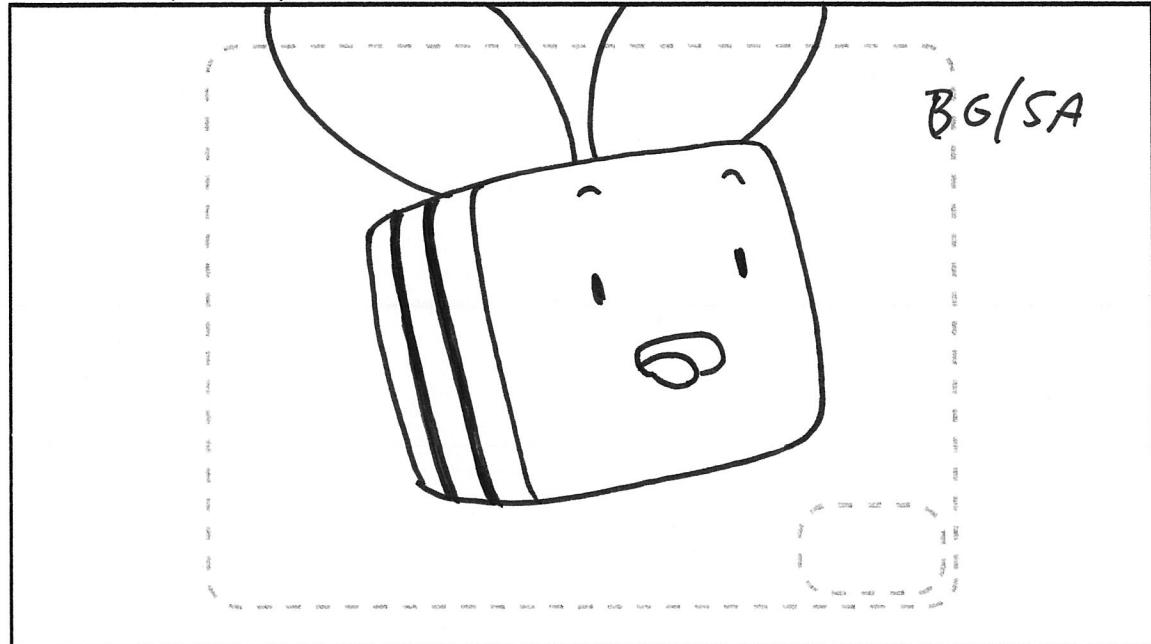
day night

Sc. 115

Pnl. A

Bg.

day night



**Dialog:**

B: search for the thought,  
smiles will be not...

(B) FOUND ...

**Action:**

**Timing:**

# ADVENTURE TIME



Page 194

Sc. 115

Pnl. B

Bg.

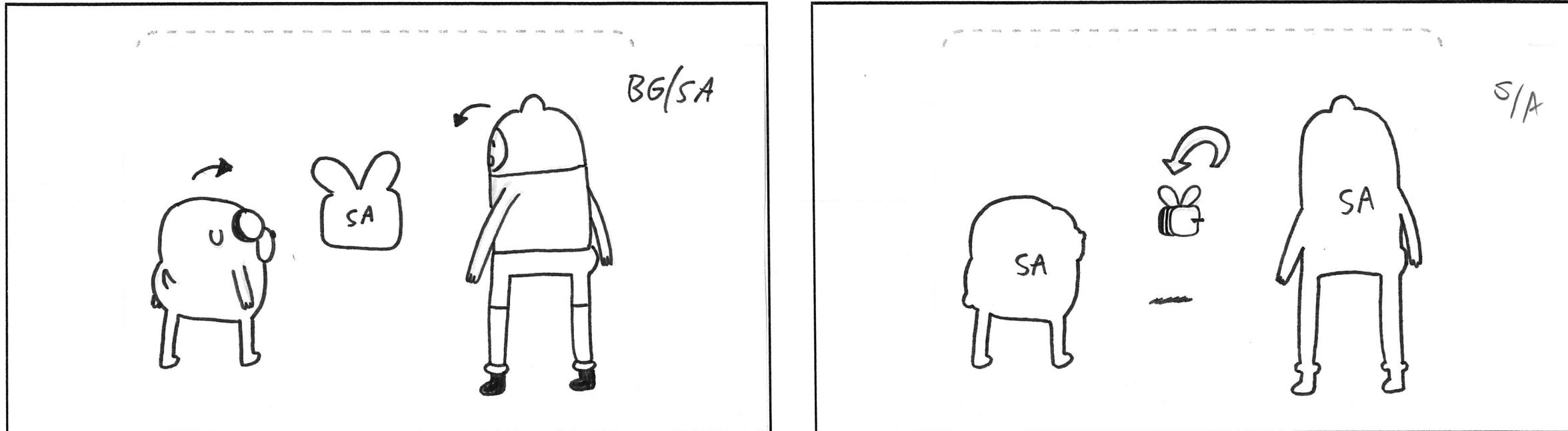
day night

Sc. 115

Pnl. C

Bg.

day night



Dialog:

F+J: Hmm??...

B: Bzzz...

Action:

- BEE TURNS AND FLIES AWAY

Timing:

# ADVENTURE TIME



Page 195

Sc. 115

Pnl. D

Bg.

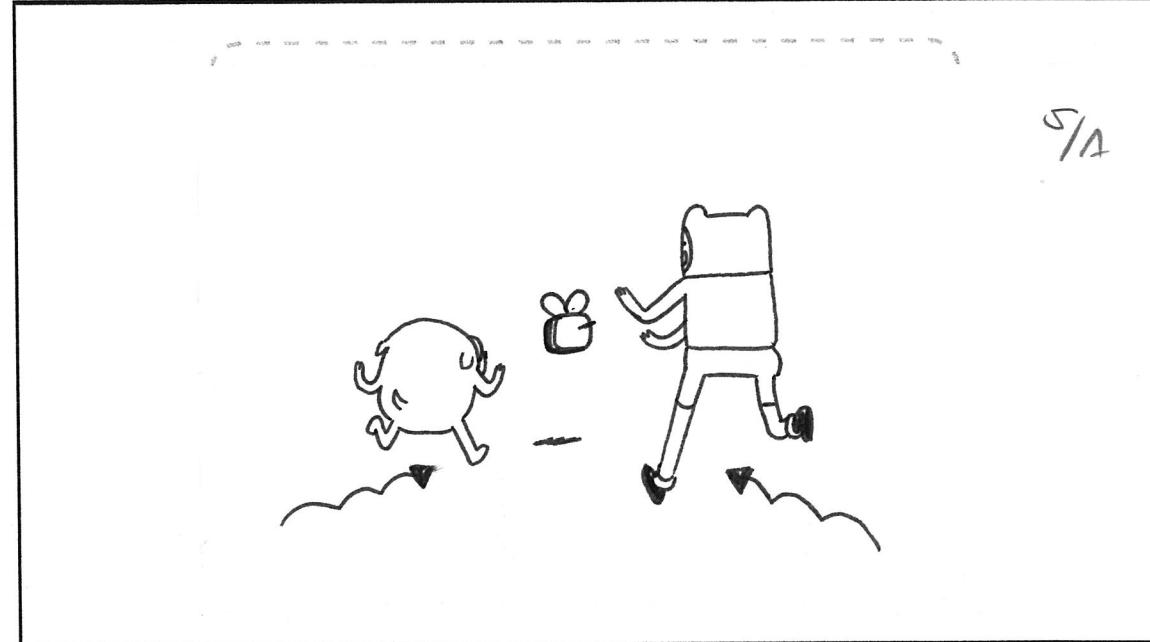
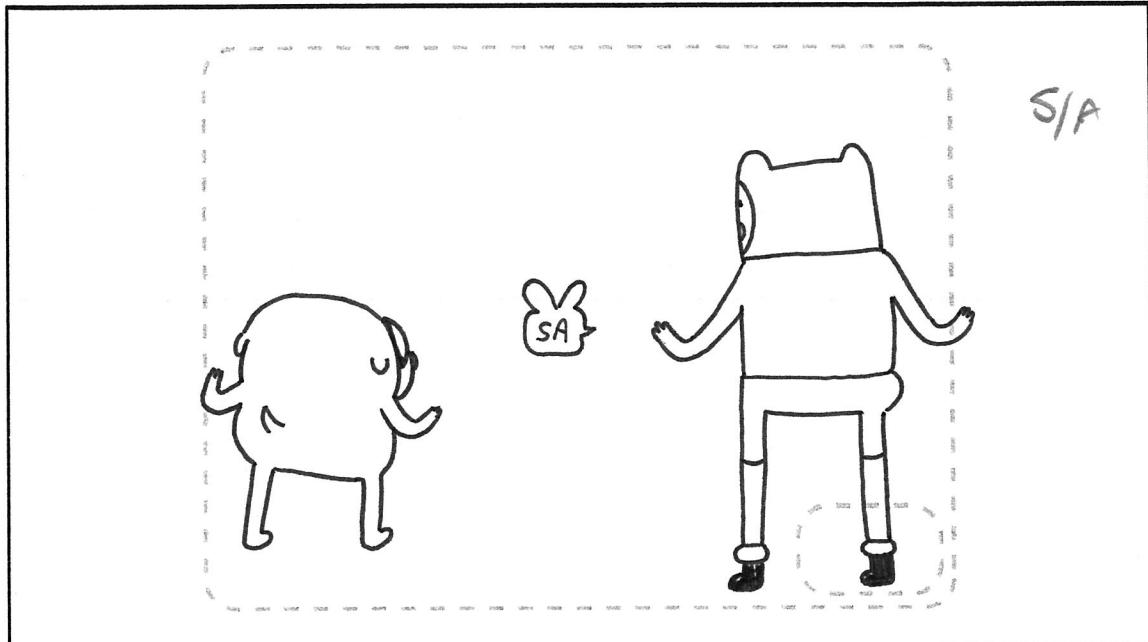
day night

Sc. 115

Pnl. E

Bg.

day night



**Dialog:**

J: where are you going?

F: Please sing some more.

**Action:**

**Timing:**

1034-235

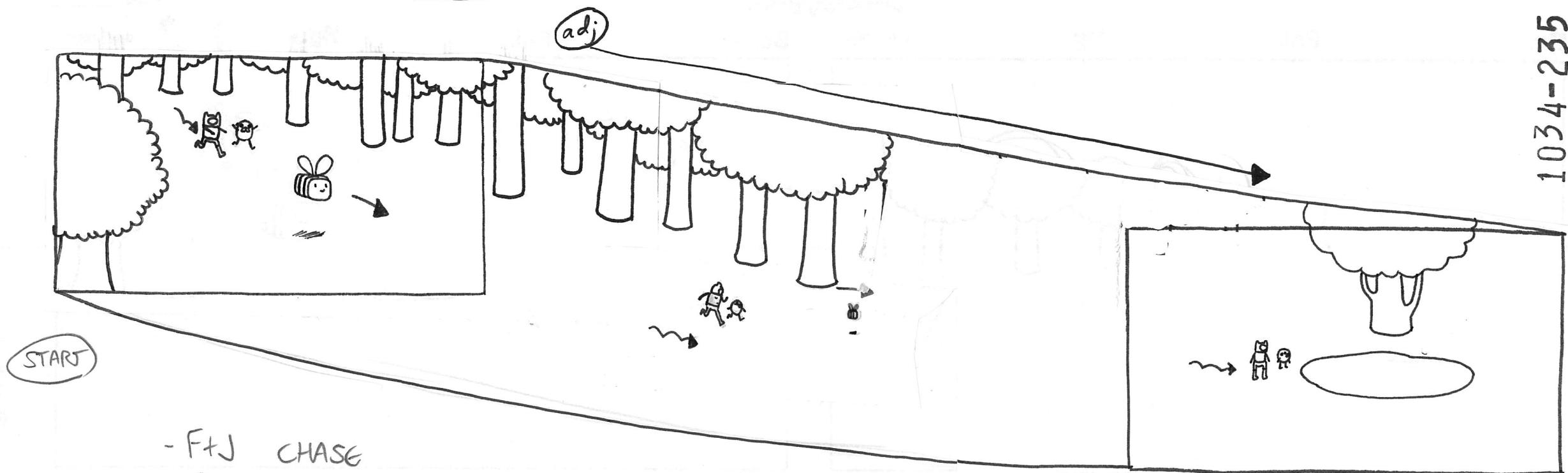
EPISODE #

Production :

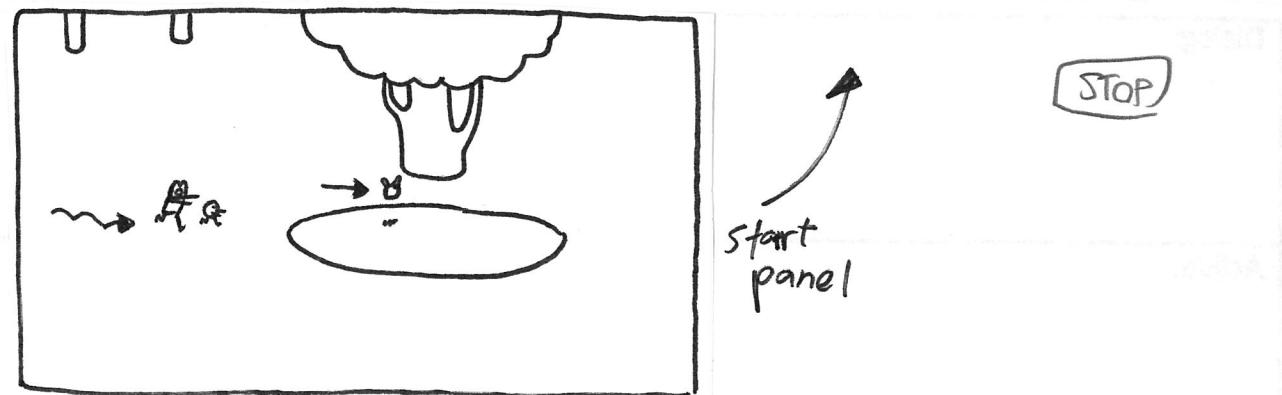
Sc. 116

Pl. A

Page 196



- F+J CHASE  
BEE BACK TO  
PB POOL.



1034-235

# ADVENTURE TIME



Page 197

Sc. 117

Pnl. A

Bg.

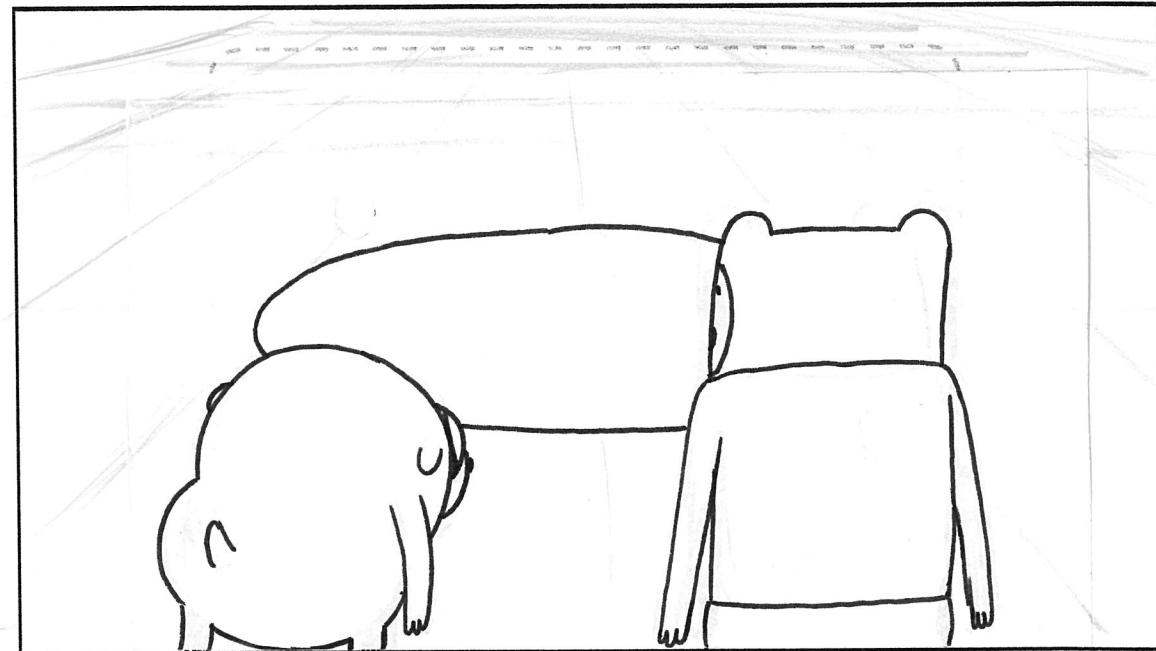
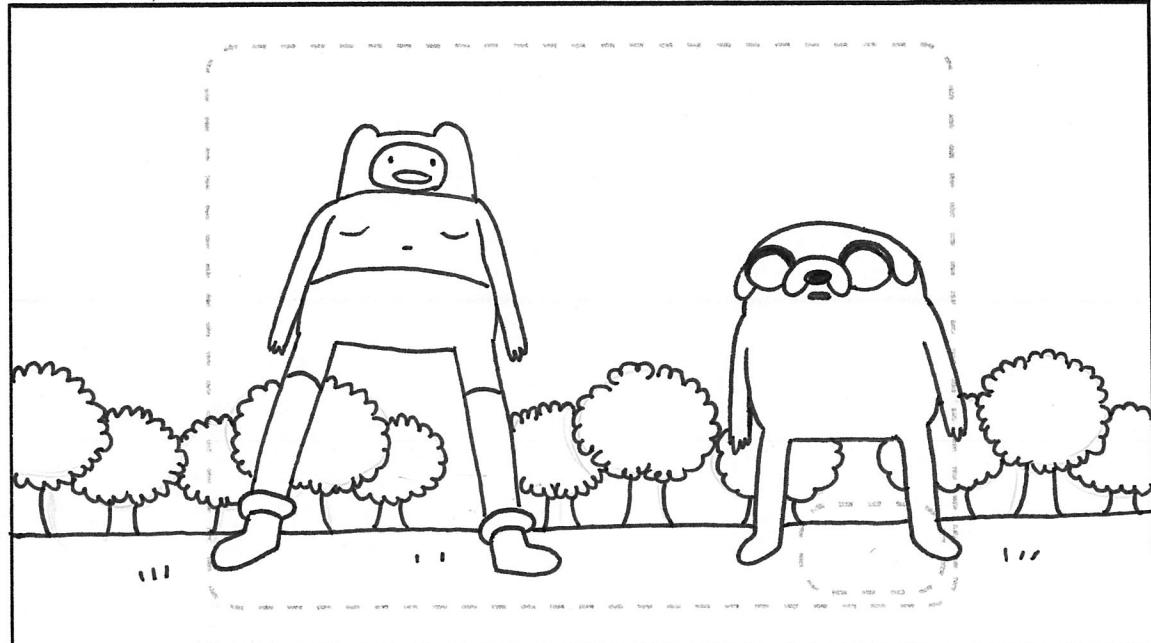
day night

Sc. 118

Pnl. A

Bg.

day night



Dialog:

F: pink pond...

F: pretty...

Action:

- F, J STARE DOWN AT POND.

Timing:

# ADVENTURE TIME

Sc. 118

Pnl. B

Bg.



day night

Sc. 118

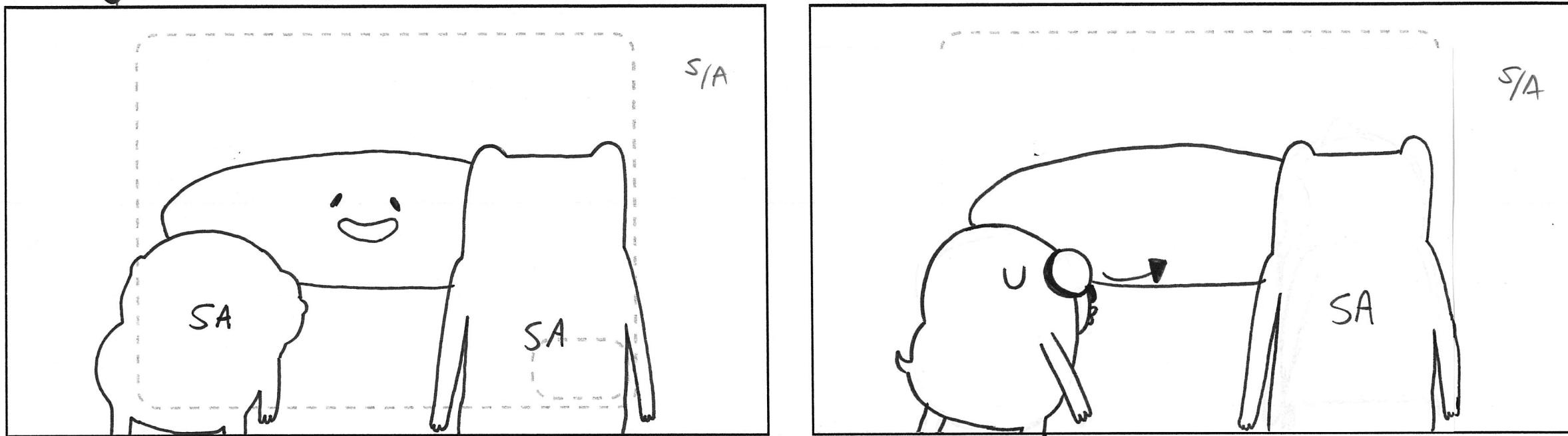
Pnl. C

Bg.

day night

Page

198



Dialog:

PB: Hello friends.

J: The pond has a face and is talking to us.

Action:

- PB Face appears in pond.

Timing:

1034-235

EPISODE #

Production :

# ADVENTURE TIME



Page 199

Sc. 118

Pnl. D

Bg.

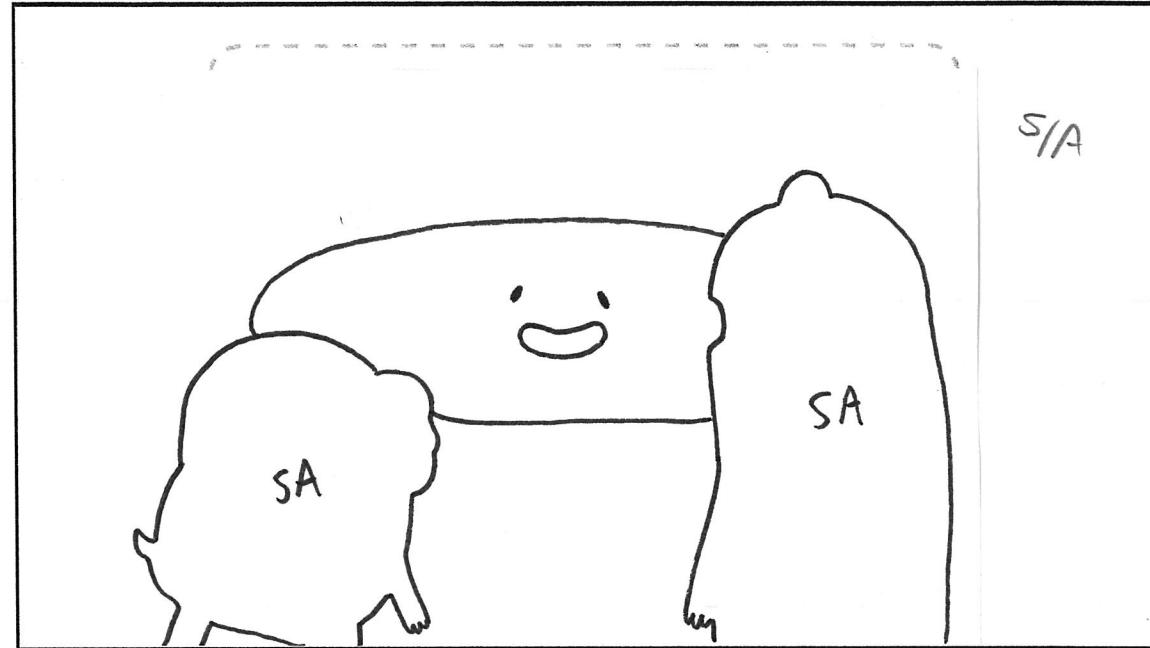
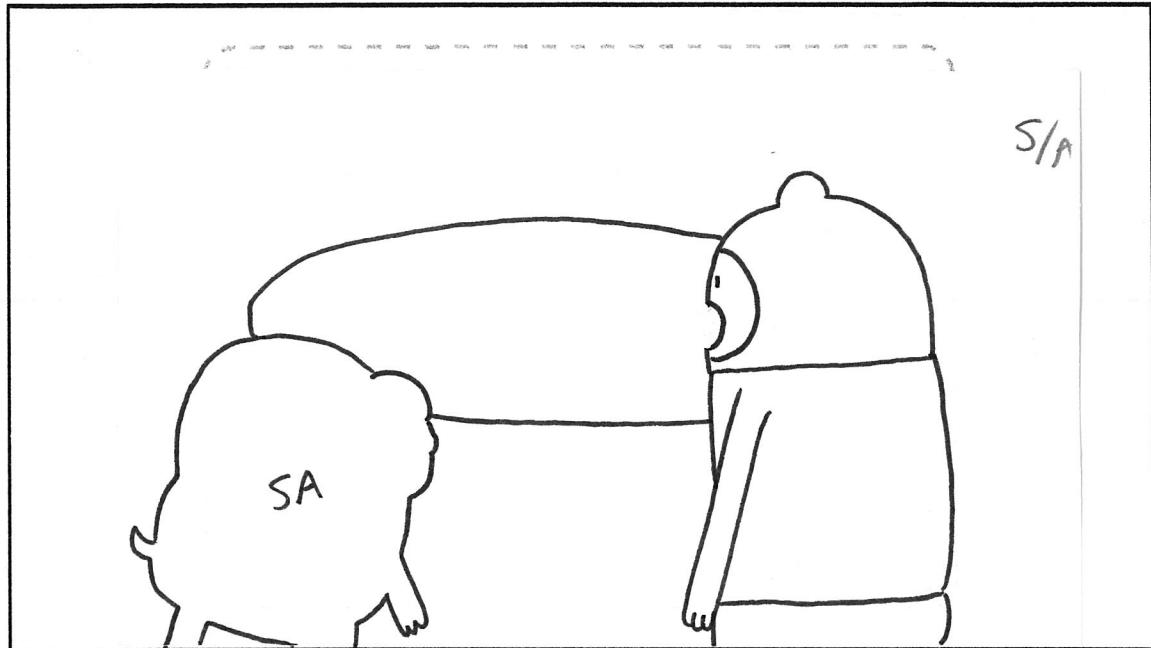
day night

Sc. 118

Pnl. E

Bg.

day night



Dialog:

F: Yah...

PB: Dive in!

Action:

Timing:

# ADVENTURE TIME

Sc. 118

Pnl. F

Bg.



day night

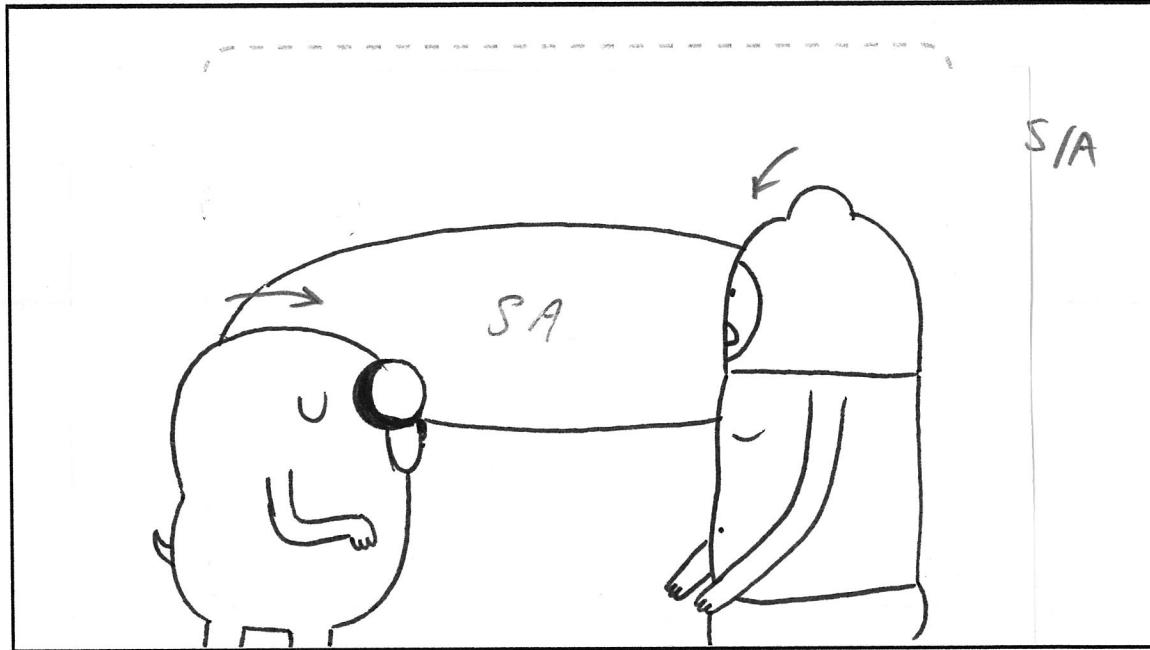
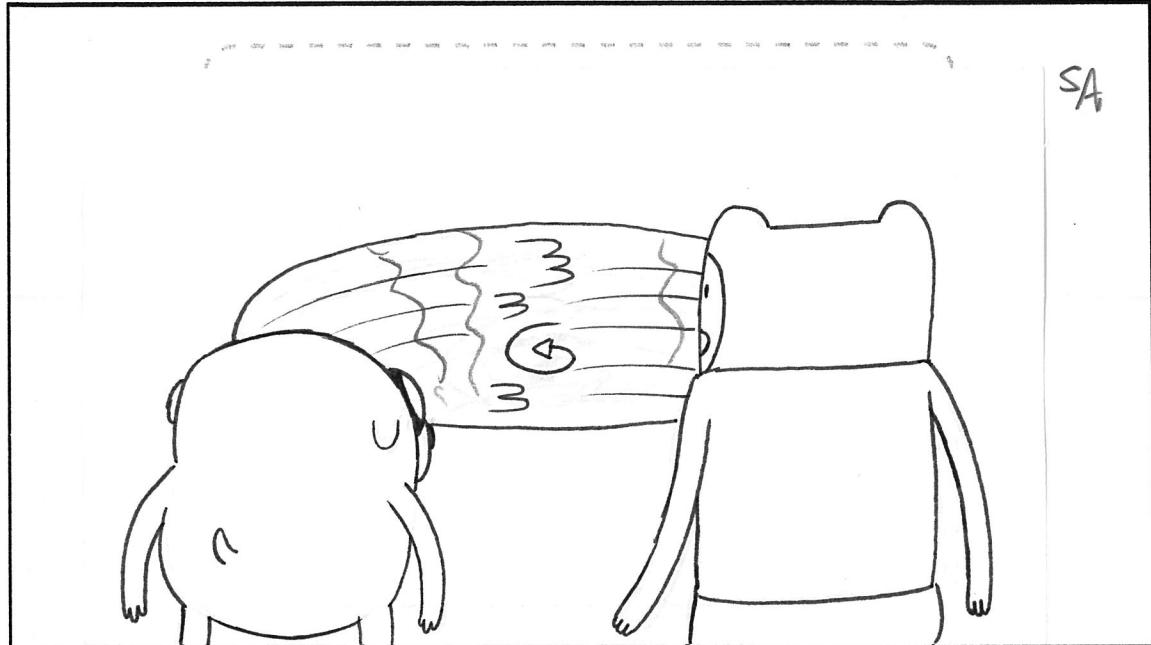
Sc. 118

Pnl. G

Bg.

day night

Page 200



**Dialog:**

SFX: \*FSHHH\*

F: I don't feel comfortable  
diving into a face.

**Action:**

- PB forms whirlpool.

**Timing:**

1034-235

EPISODE #

Production :

# ADVENTURE TIME



Page 201

Sc. 119

Pnl. A

Bg.

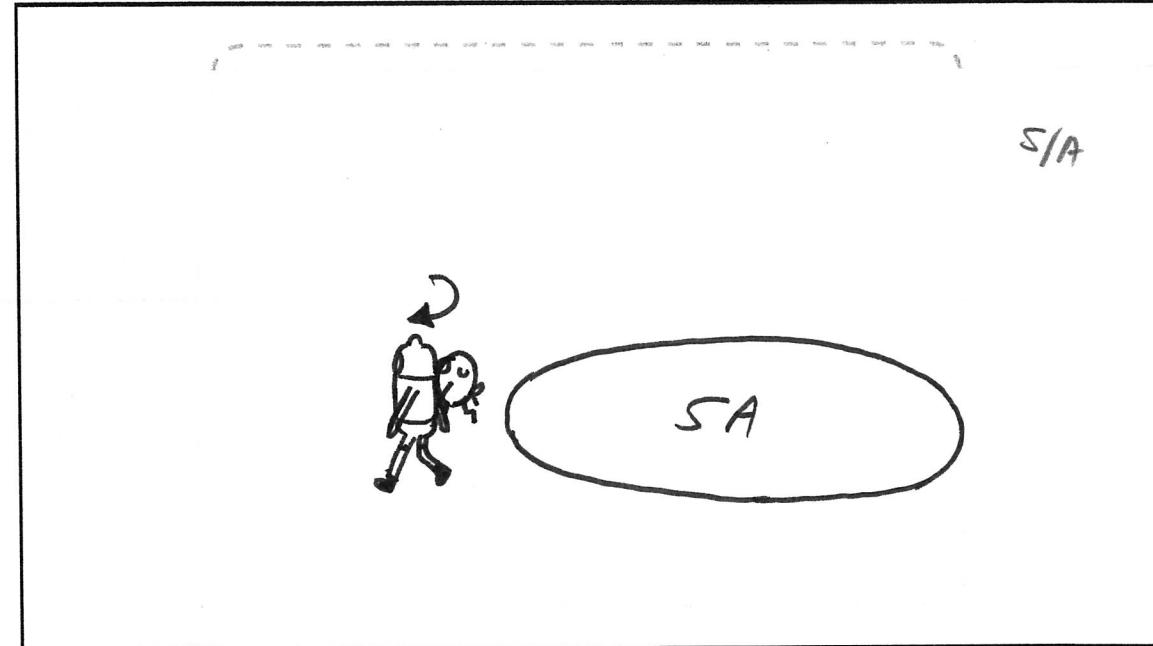
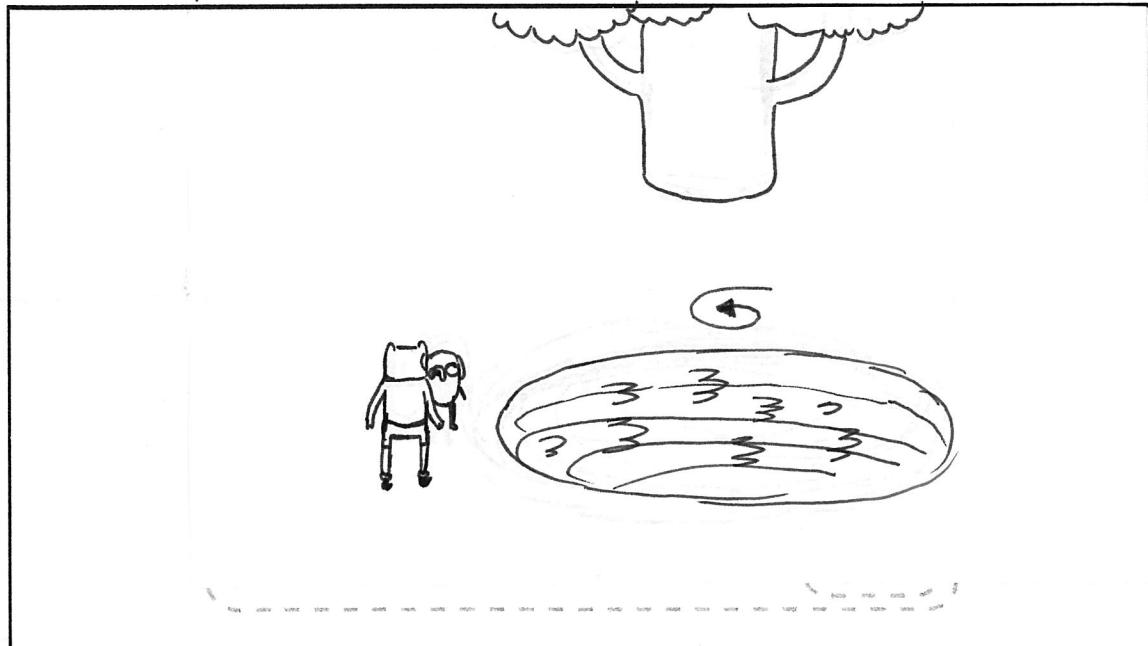
day night

Sc. 119

Pnl. B

Bg.

day night



SA

Dialog:

(E)

Action:

- FtJ WALK AWAY FROM POOL,

Timing:

Production :

EPISODE # 1054-235

201

# ADVENTURE TIME



Page 202

Sc. 119

Pnl. C

Bg.

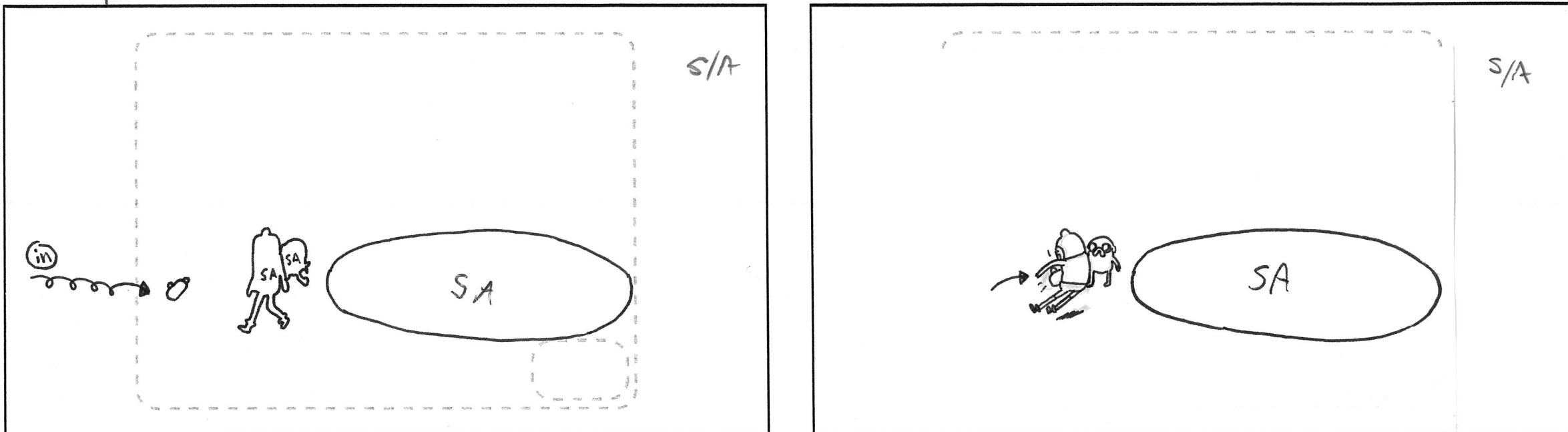
day night

Sc. 119

Pnl. D

Bg.

day night



## Dialog:

SPX \* RRRR +

⑦ OOF

## Action:

- Sealard enters.

- SEALARD HITS FINN,

## Timing:

# ADVENTURE TIME



Page 203

Sc. 119

Pnl. E

Bg.

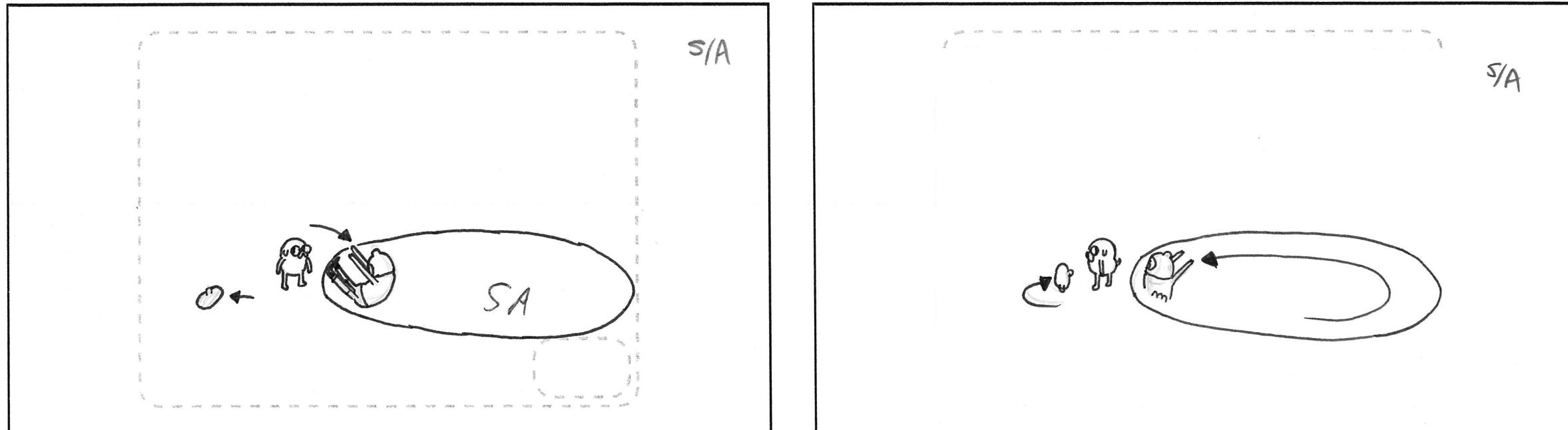
day night

Sc. 119

Pnl. F

Bg.

day night

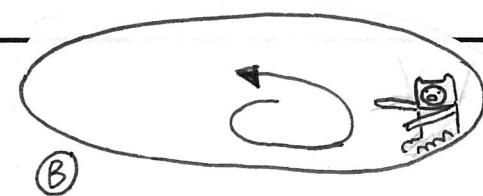


### Dialog:

SFX: \*SPSHH!\* \*

### Action:

-FINN IS KNOCKED  
INTO WHIRLPOOL



(B)

-SET LARD ROLLS TOWARDS JAKE.

### Timing:

# ADVENTURE TIME

Sc. 119

Pnl. G

Bg.



day night

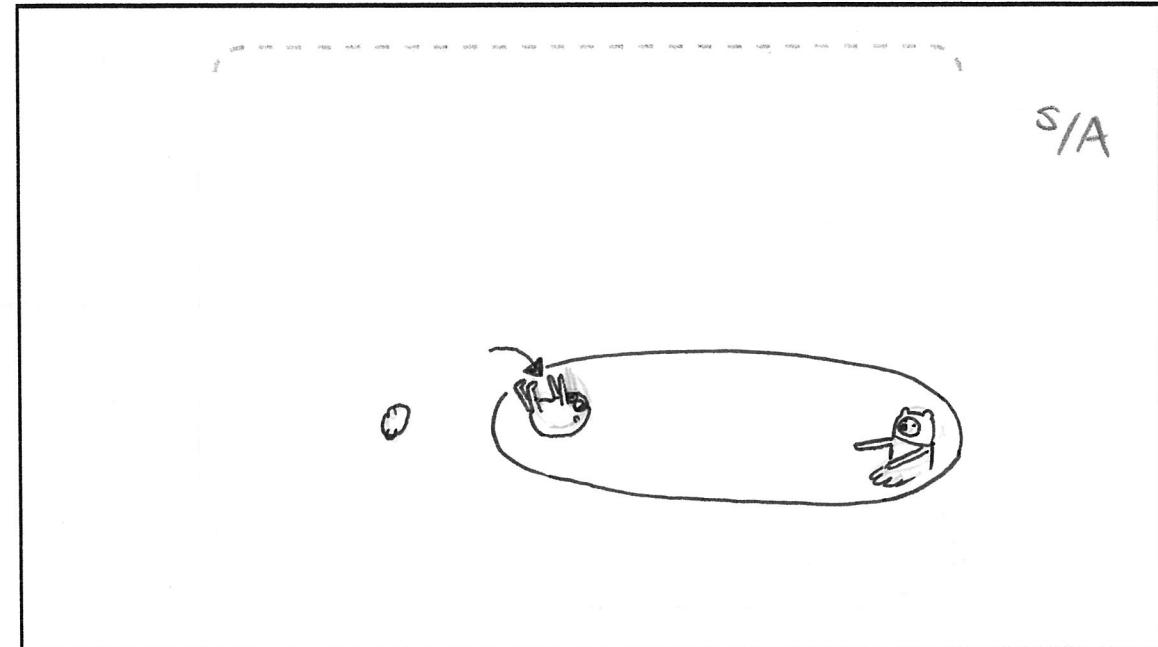
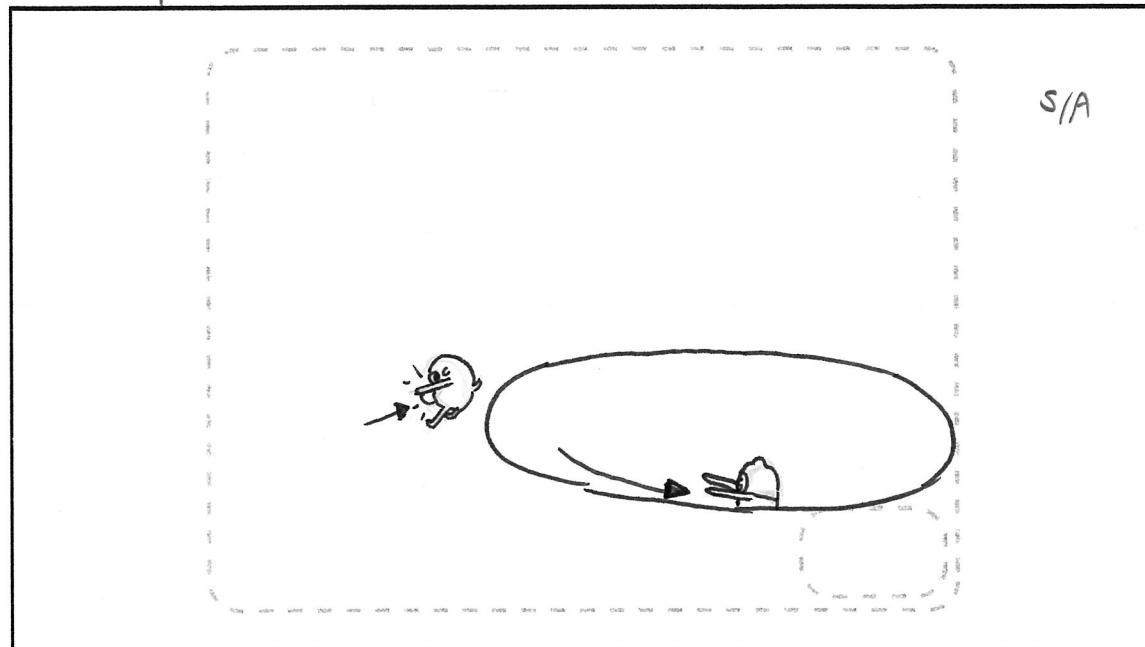
Sc. 119

Pnl. H

Bg.

day night

Page 204



## Dialog:

(J) oof!

## Action:

- SEA LARD KNOCKS JAKE INTO WHIRLPOOL.

## Timing:

# ADVENTURE TIME



Page 205

Sc. 119

Pnl. I

Bg.

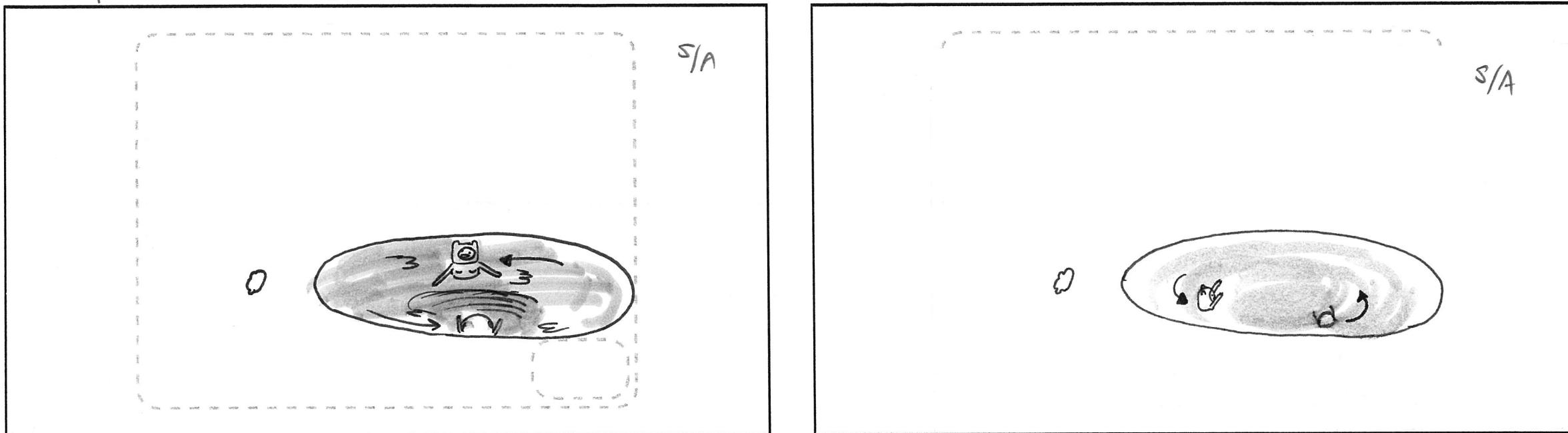
day night

Sc. 119

Pnl. J

Bg.

day night



Dialog:

F+J : WHOA - OH - OH - OH

Action:

Timing:

Production :

EPIISODE # 1054-235

# ADVENTURE TIME



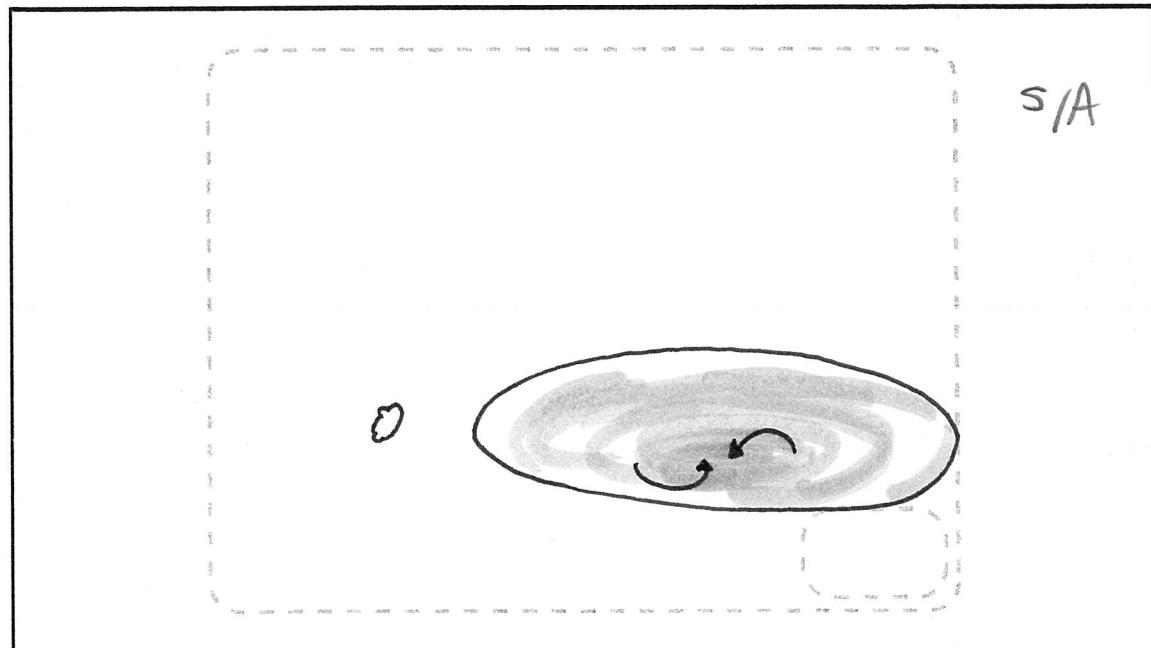
Page 206

Sc. 119

Pnl. K

Bg.

day night

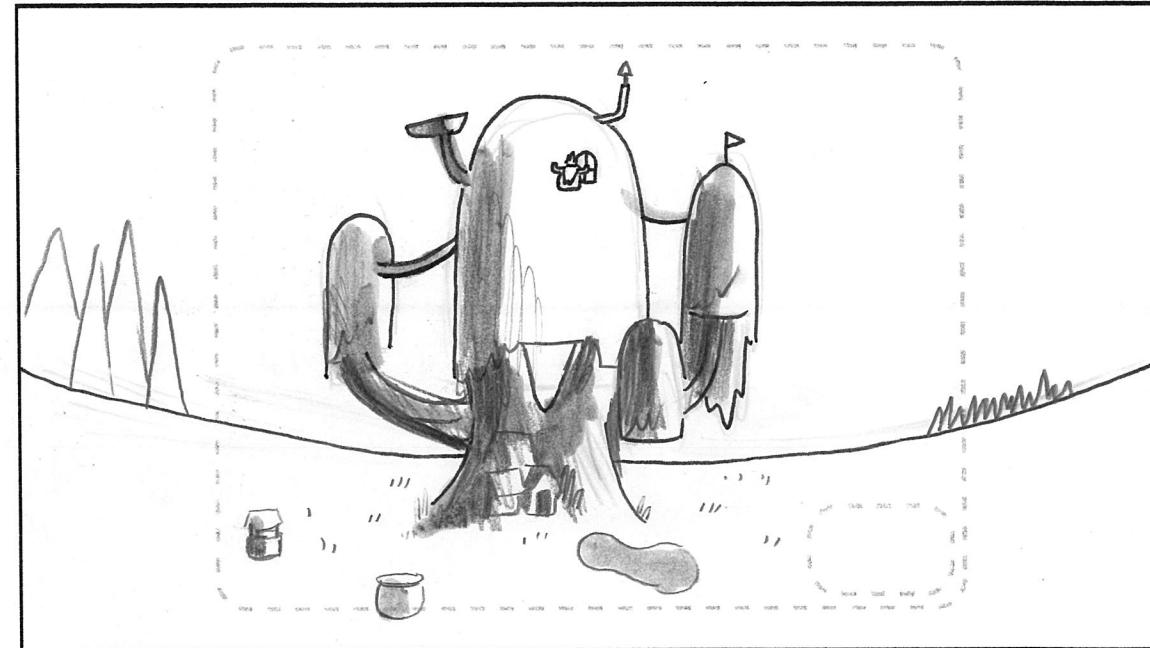


Sc. 120

Pnl. A

Bg.

day night



1054-235

EPISODE #

Dialog:

SFX: \*SPSH\*

J: There was like a PB puddle,  
a Marceline plant, and a little  
bee that looked like you BMO...

Action:

F+J are sucked into whirlpool.

IK floating outside treehouse.

-FADE TO BLACK,  
FADE IN ON TREEHOUSE.

Timing:

Production :

# ADVENTURE TIME



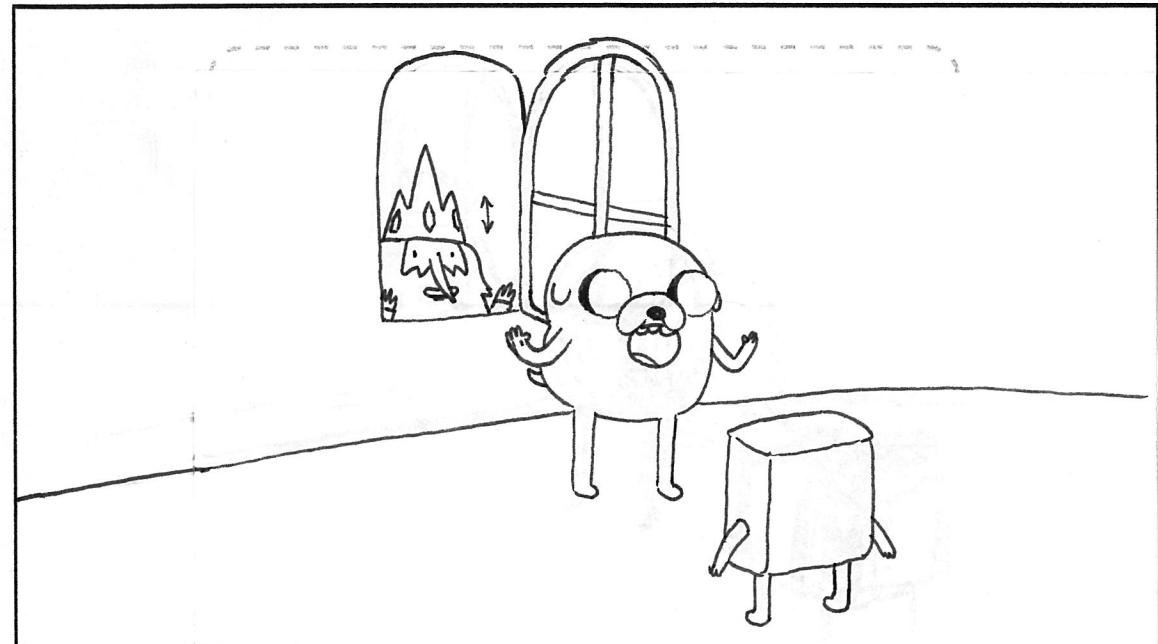
Page 207

Sc. 121

Pnl. A

Bg.

day night

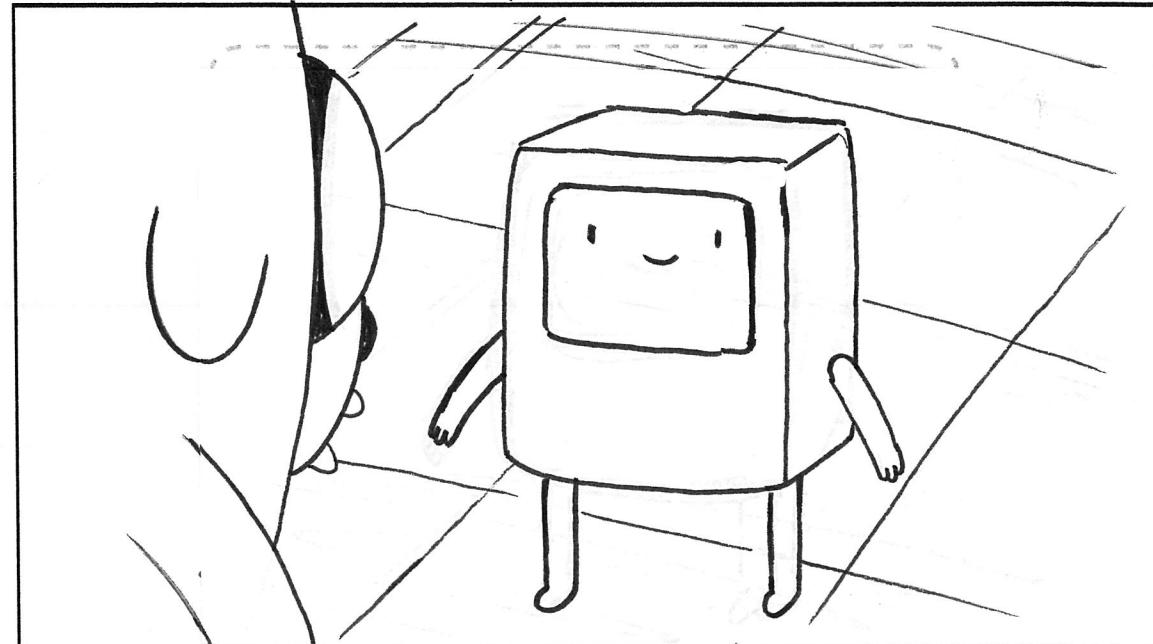


Sc. 122

Pnl. A

Bg.

day night



**Dialog:**

J: And you know what? We  
didn't save the sealard.

J: The sealard saved us.



**Action:**

Ik floating outside.

**Timing:**

Production :

EPISODE #

1054-235

207

# ADVENTURE TIME



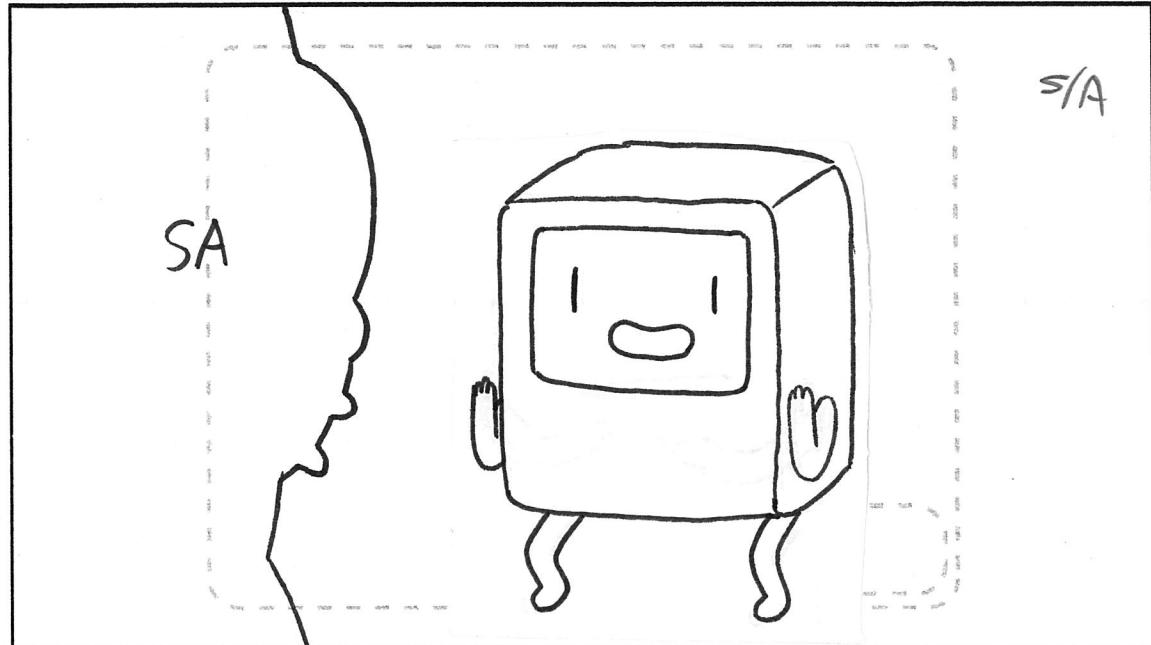
Page 208

Sc. 122

Pnl. B

Bg.

day night



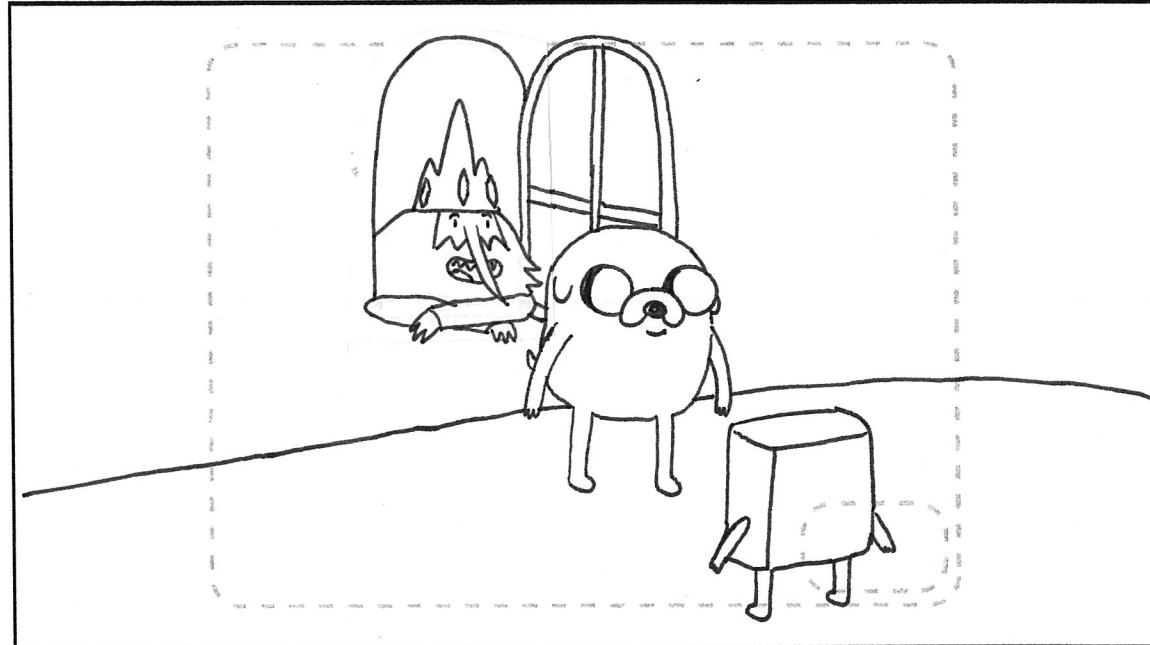
S/A

Sc. 123

Pnl. A

Bg.

day night

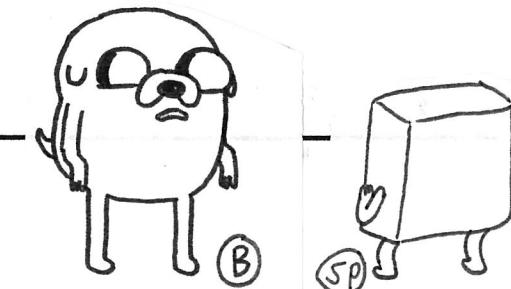


Dialog:

B: YAY SEALARD!

IK: Wow what an adventure...

Action:



Timing:

Production :

1054-235

EPISODE #

# ADVENTURE TIME



Page 209

Sc. 123

Pnl. B

Bg.

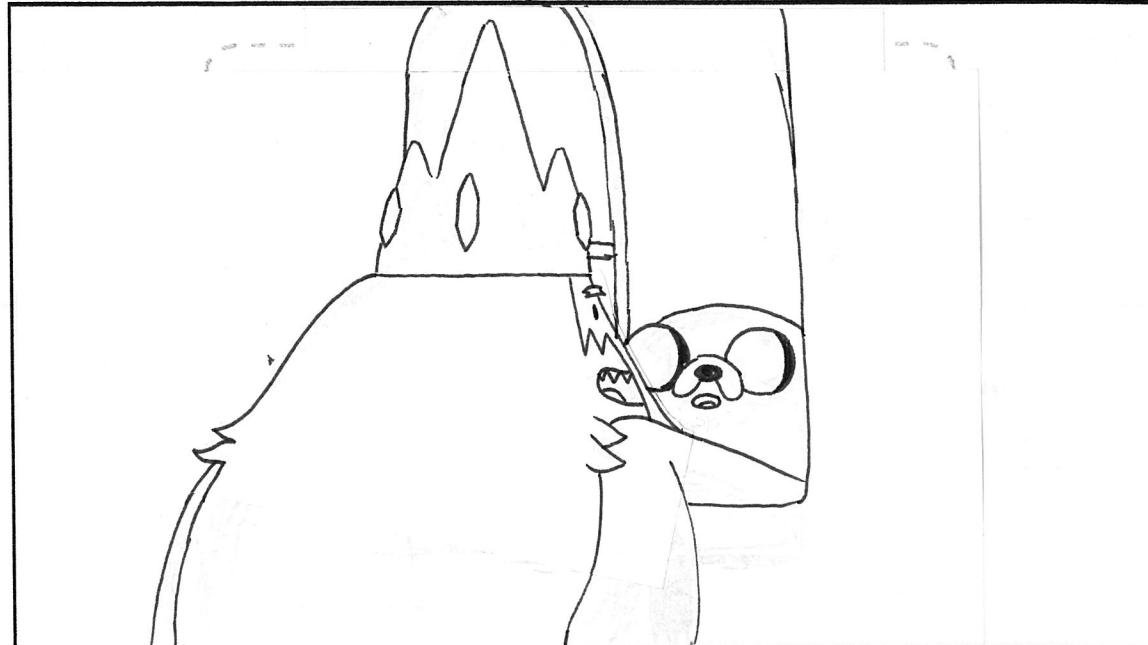
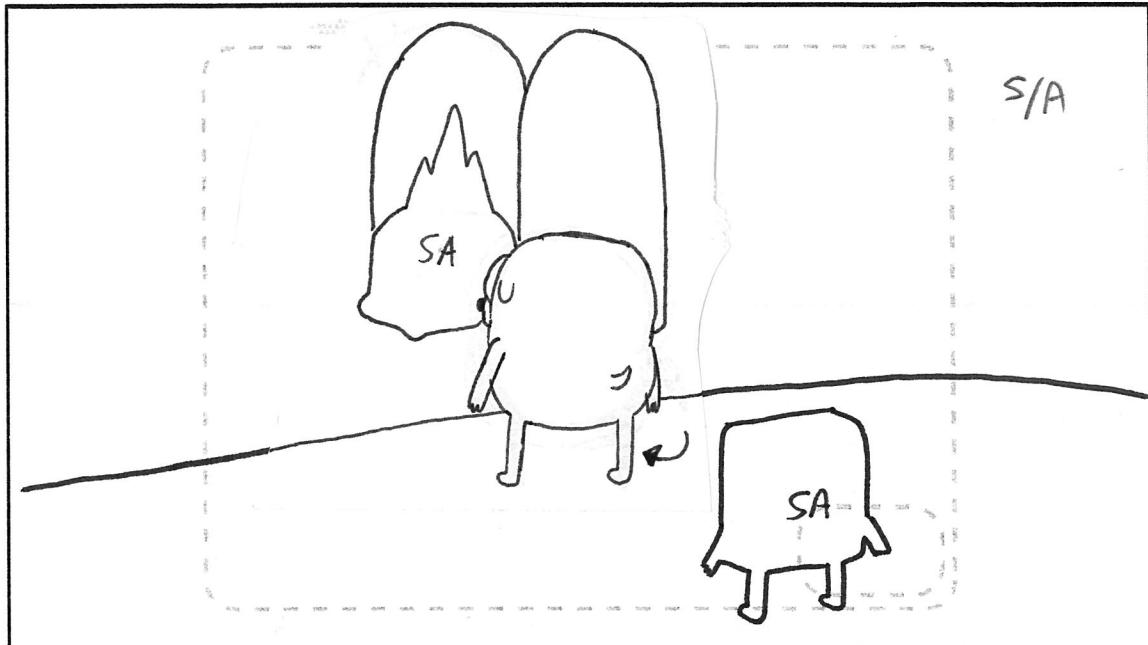
day night

Sc. 124

Pnl. A

Bg.

day night



### Dialog:

J: And there was even a purple lady kinda like you ICE KING.

### Action:

- JAKE TURNS AROUND.

### Timing:

Production :

1034-235

EPISODE #

# ADVENTURE TIME



Page 210

Sc. 124

Pnl. B

Bg.

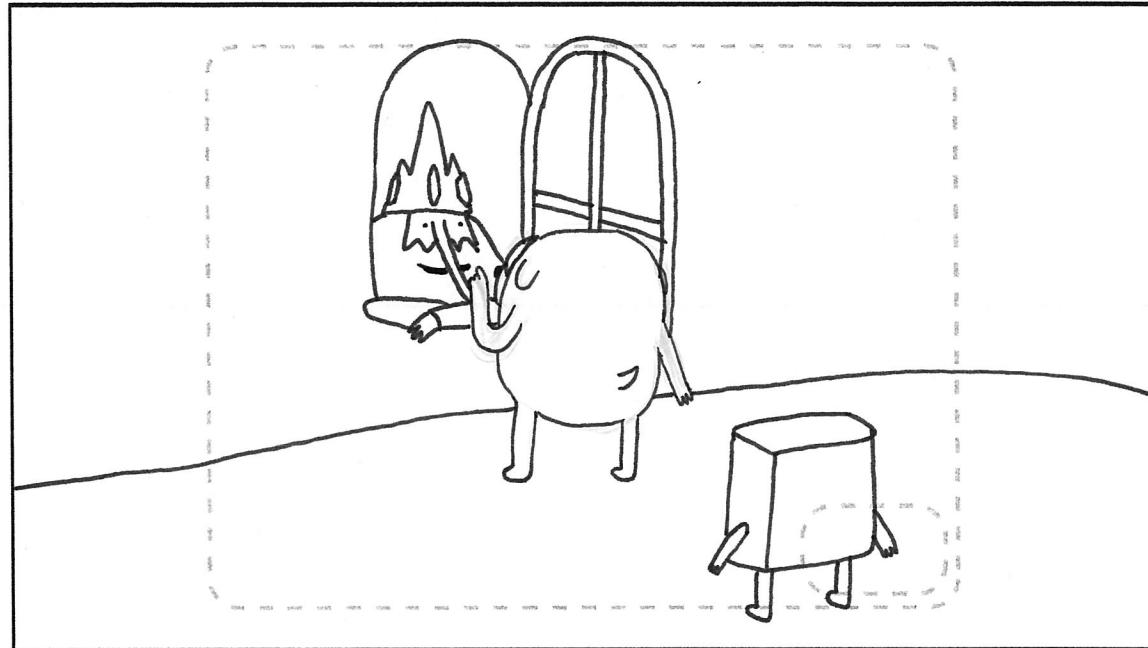
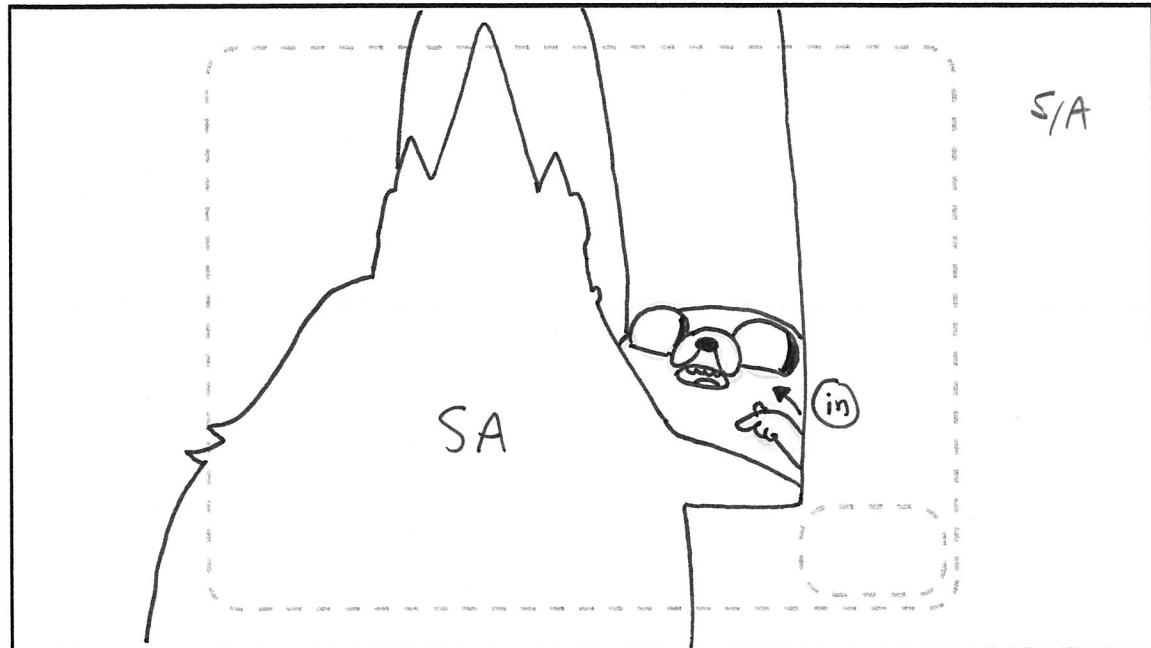
day night

Sc. 125

Pnl. A

Bg.

day night



**Dialog:**

J: She even sounded just  
like you...

**Action:**

**Timing:**

Production :

1054-235

EPISODE #

# ADVENTURE TIME



Page 211

Sc. 125

Pnl. B

Bg.

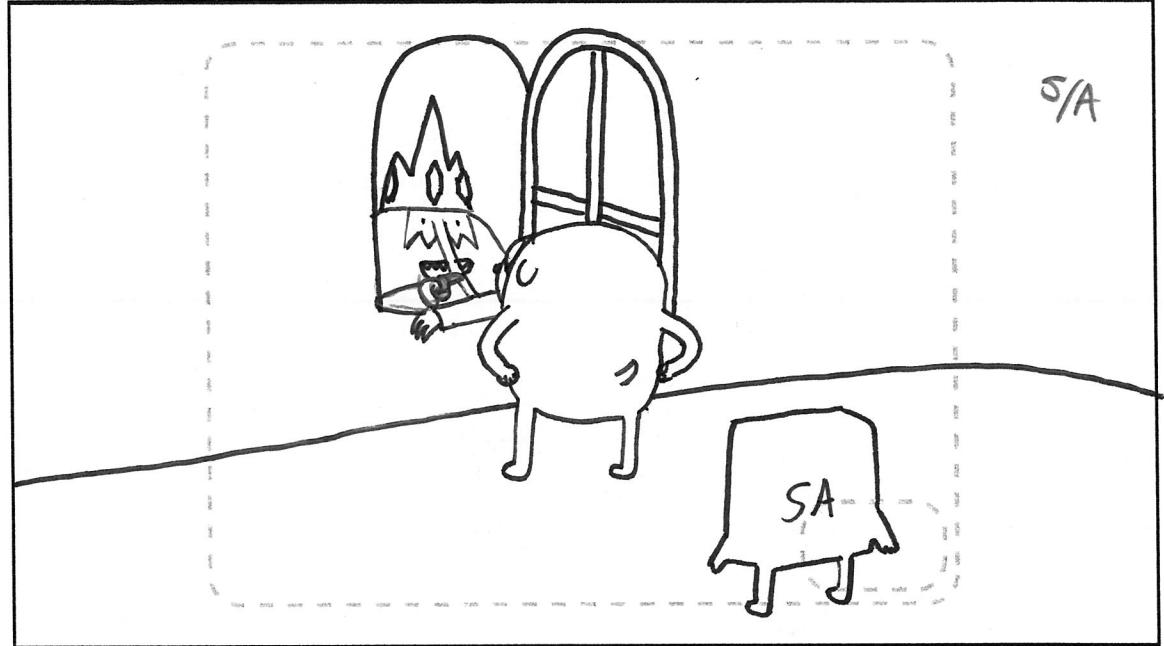
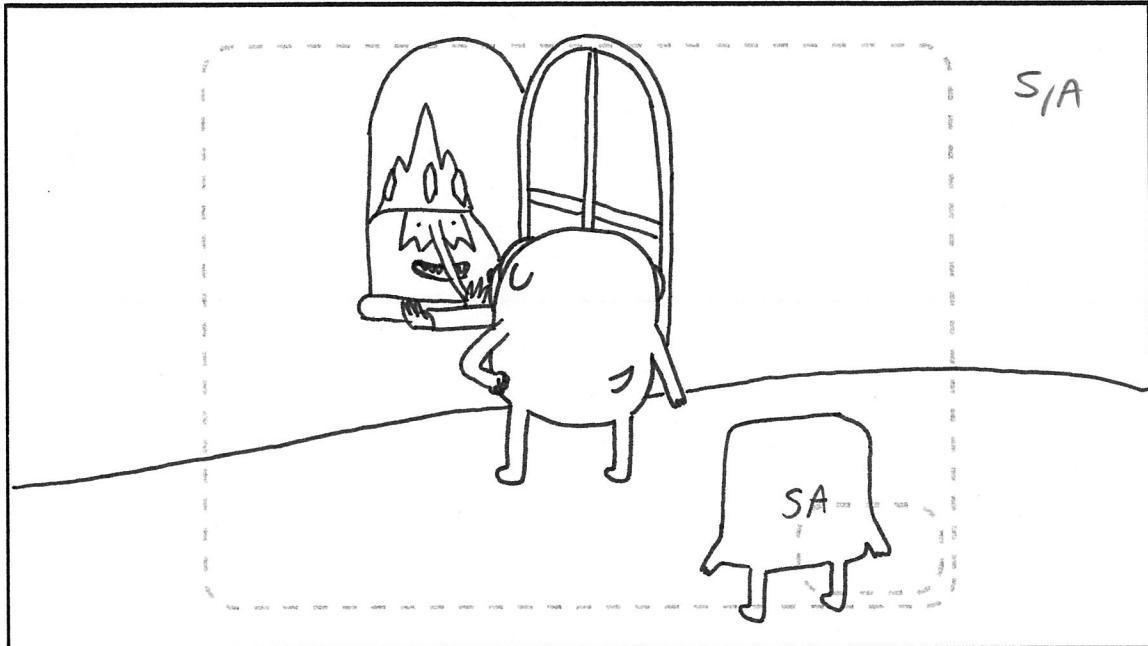
day night

Sc. 125

Pnl. C

Bg.

day night



**Dialog:**

IK: She sounds magnificent!

IK: How'd you say you got there?

**Action:**

**Timing:**

# ADVENTURE TIME



Page 212

Sc. 126

Pnl. A

Bg.

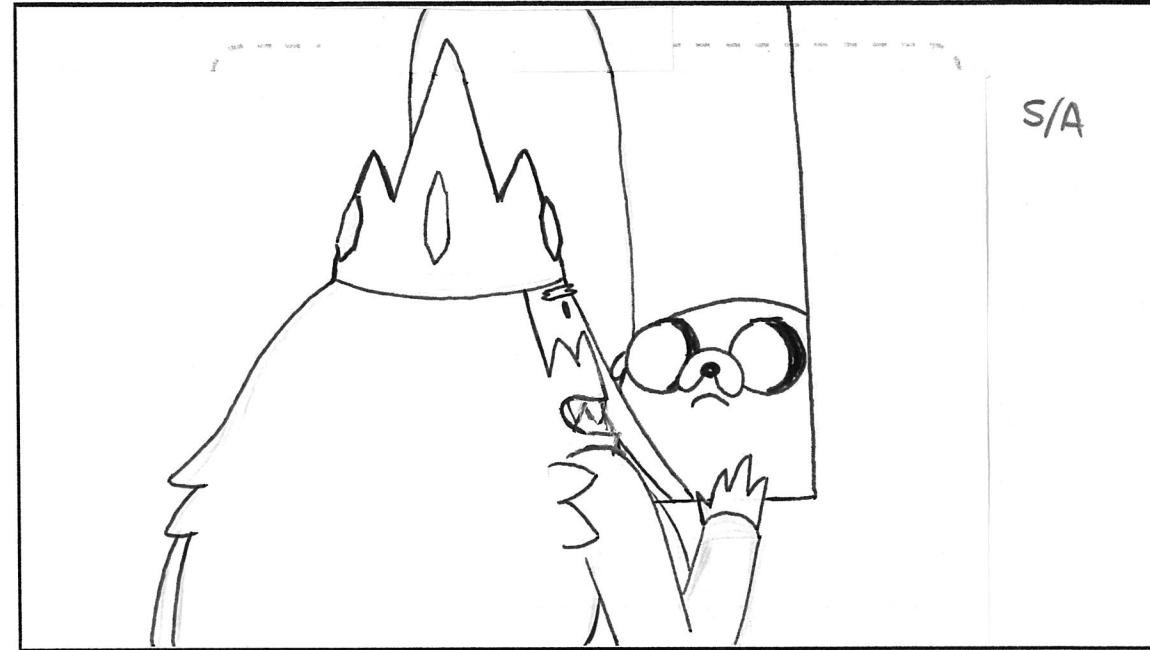
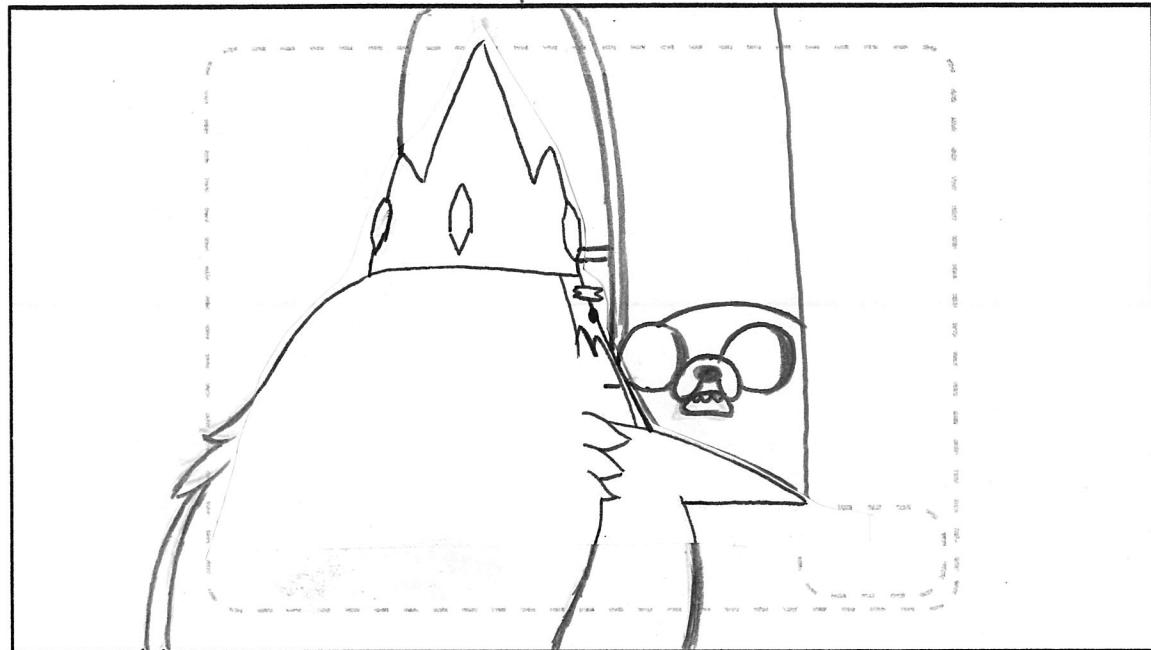
day night

Sc. 126

Pnl. B

Bg.

day night



**Dialog:**

J: We didn't.  
Beat it, creep.

IK: Fair enough!

**Action:**



**Timing:**

Production :

EPISODE #

1054-235

# ADVENTURE TIME



Page 213

Sc. 127

Pnl. A

Bg.

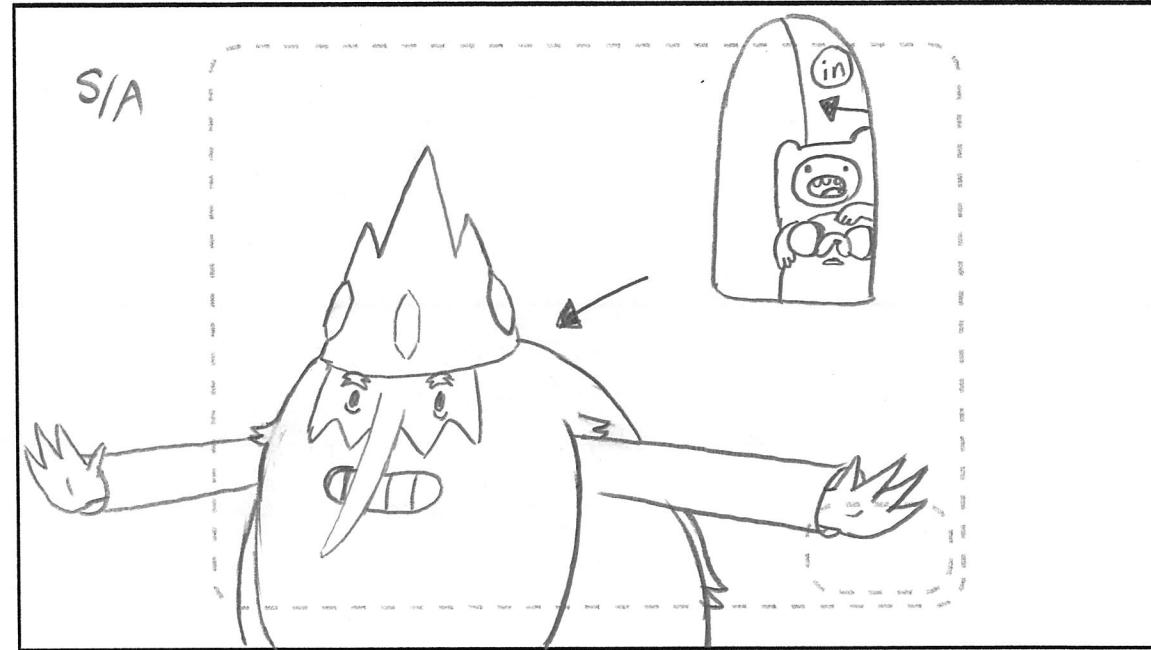
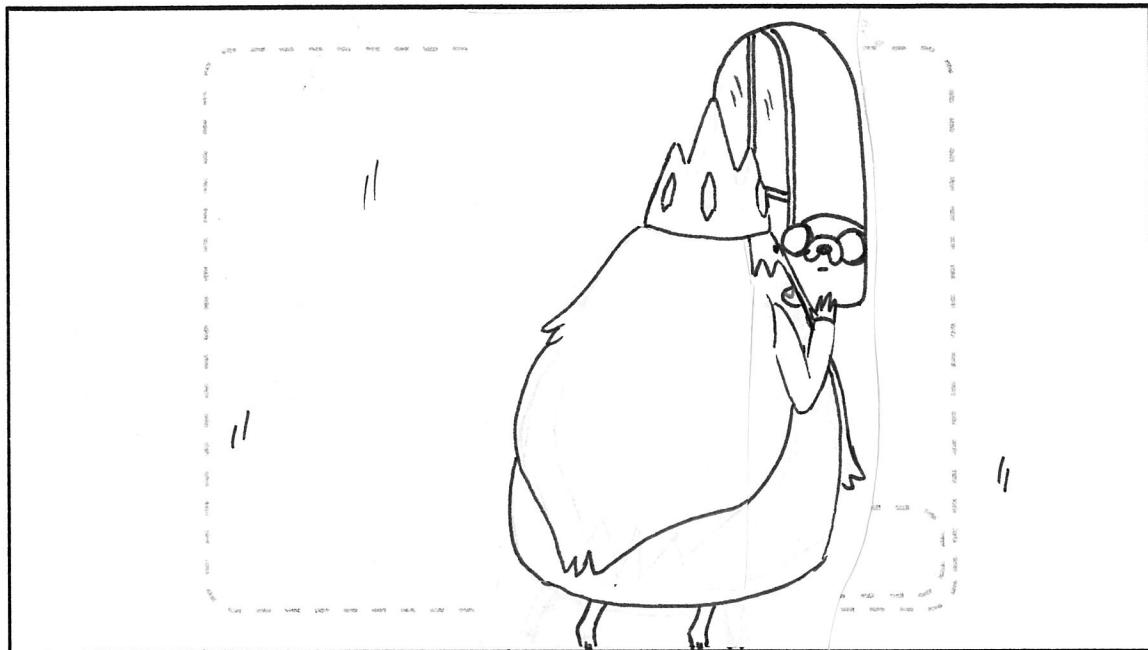
day night

Sc. 127

Pnl. B

Bg.

day night



**Dialog:**

IK: I'LL FIGURE SOMETHIN' OUT.

J: BUT Simon, if you go there, you'll  
lose your memories!

**Action:**

- IK TURNS AND FLIES AWAY. - FINN APPEARS

**Timing:**

# ADVENTURE TIME



Page 214

Sc. 128

Pnl. A

Bg.

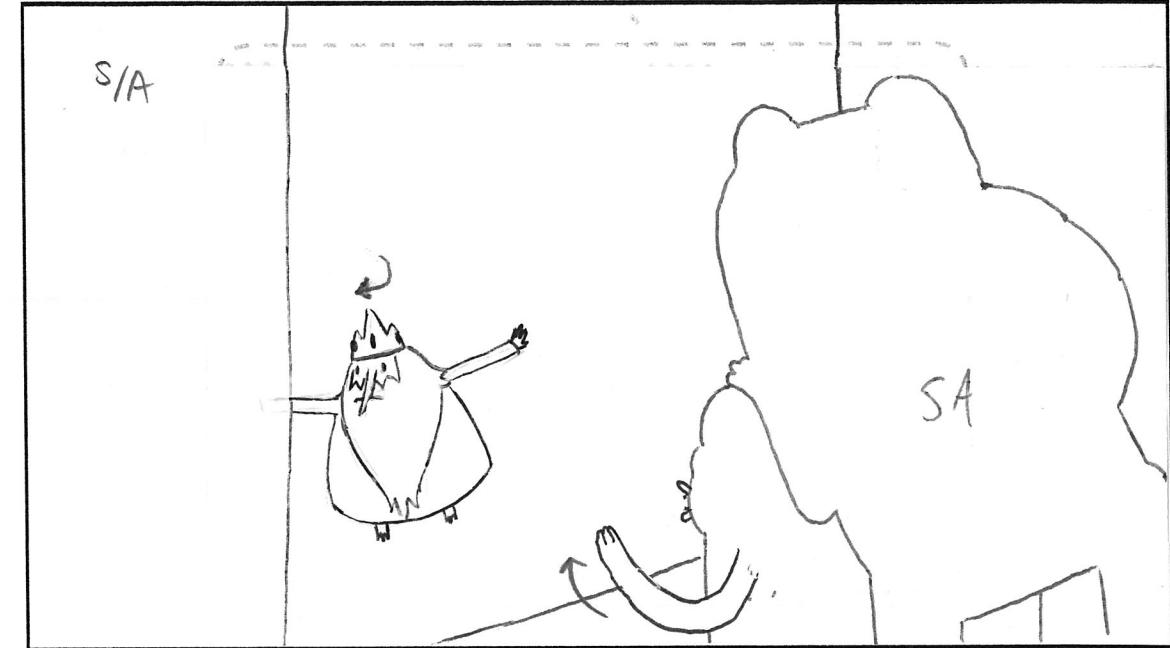
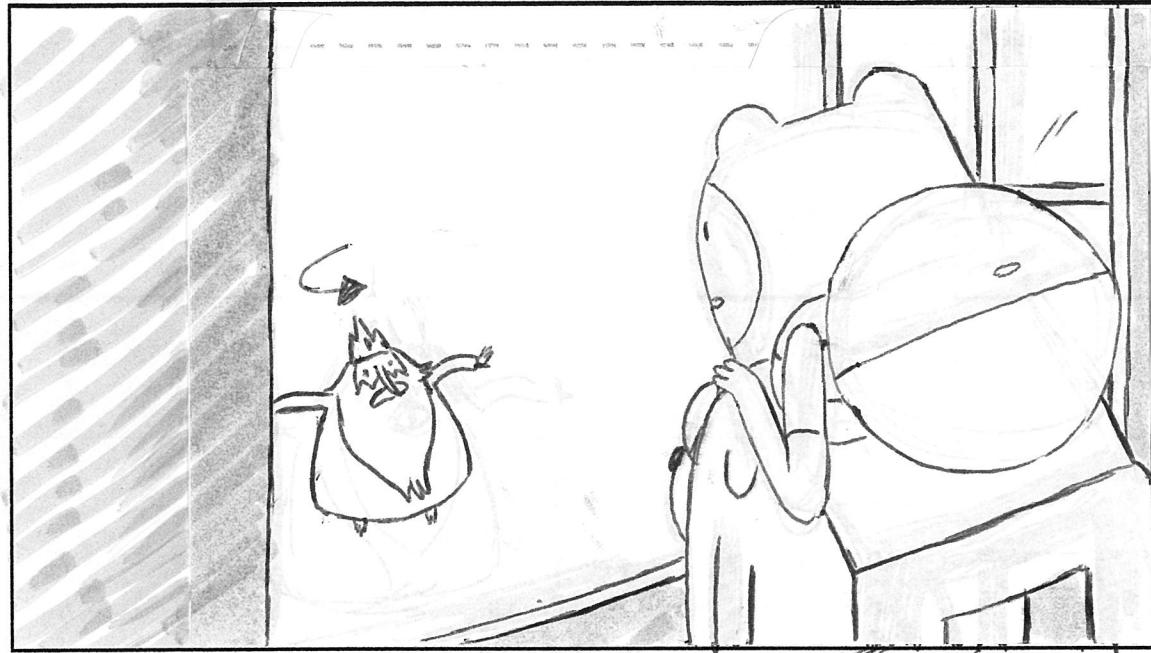
day night

Sc. 128

Pnl. B

Bg.

day night



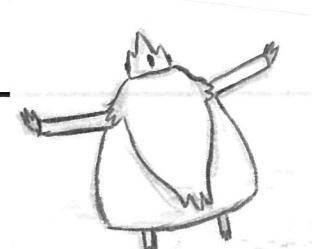
**Dialog:**

IK: What memories? I'm like  
a goldfish over  
here.

J: IN WHAT WAY EXACTLY.

**Action:**

- IK TURNS MID AIR.



IK looks away ABSENT-MINDEDLY

**Timing:**

# ADVENTURE TIME



Page 219A

Sc. 128

Pnl. C

Bg.

day night

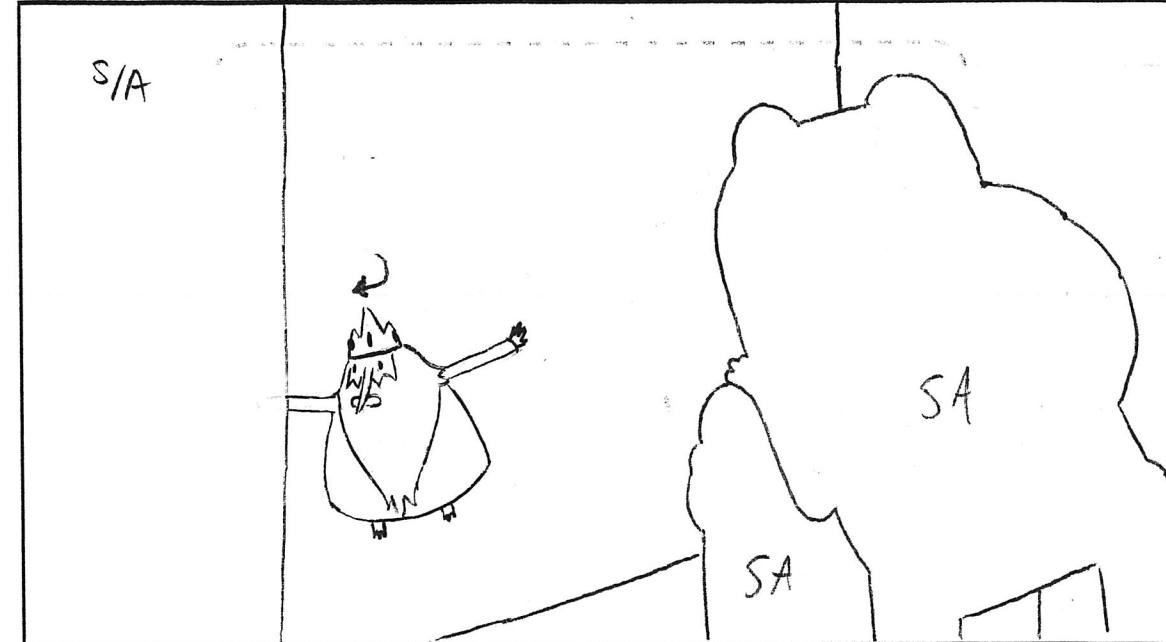
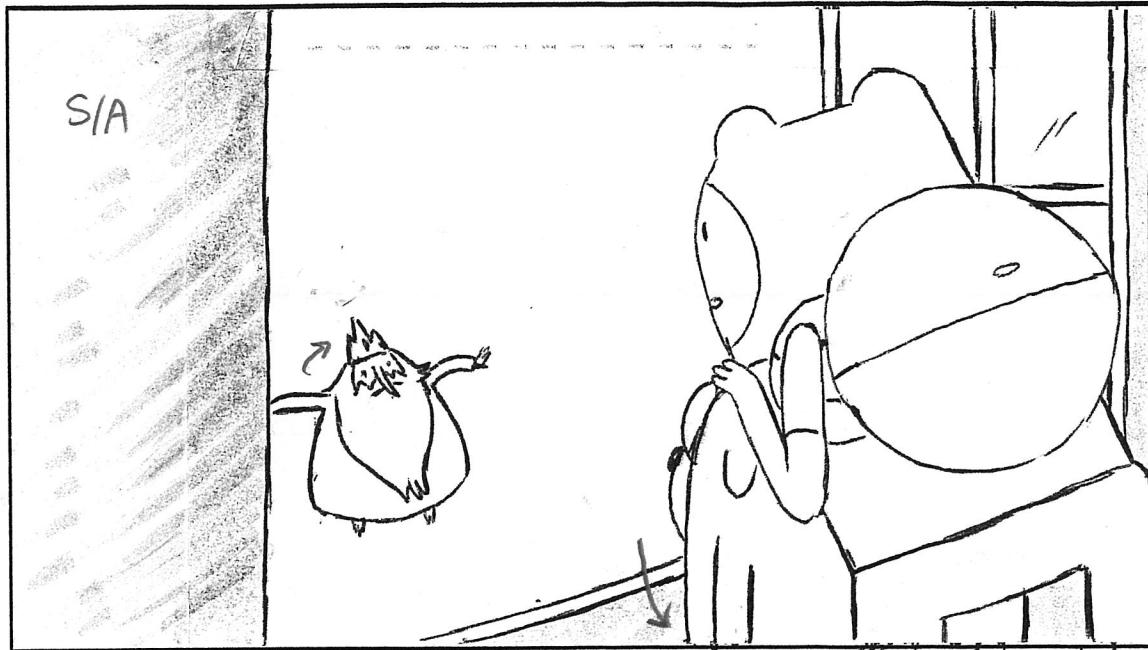
Sc. 128

Pnl.

D

Bg.

day night



**Dialog:**

IK: what am I doing? I'm here.  
IK: hm?  
a goldfish over  
here.

IK: oh hey, Jake. WHERE AM I?

**Action:**

- IK TURNS BACK TOWARDS F+J.

- IK looks AROUND, CONFUSED.

**Timing:**

# ADVENTURE TIME



Page 215

Sc. 129

Pnl. A

Bg.

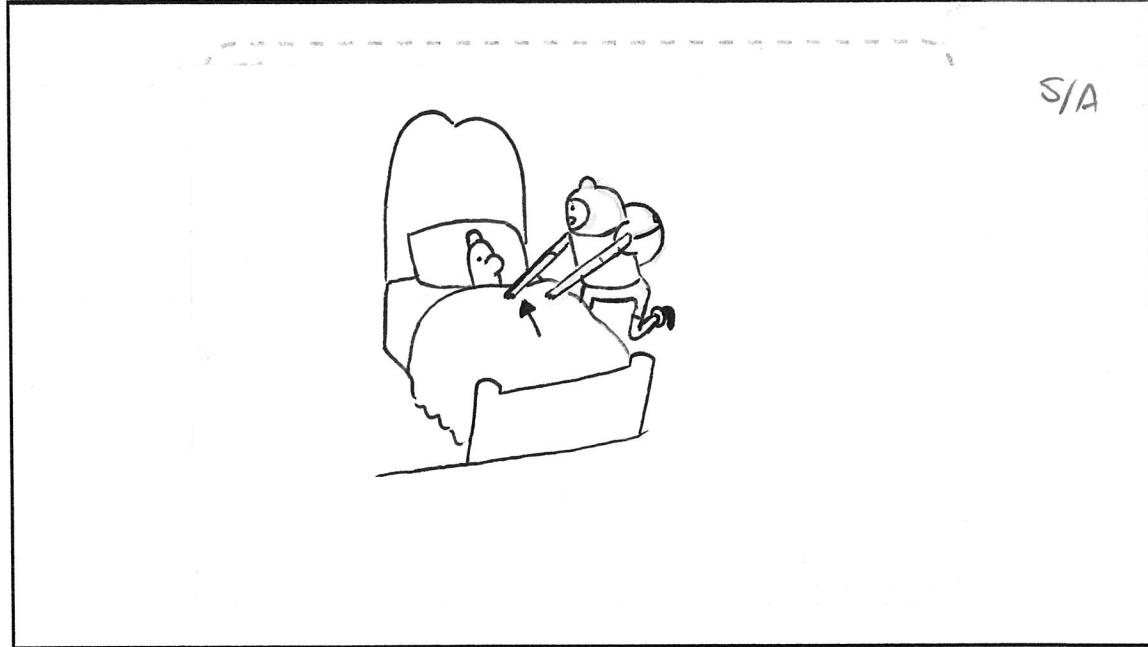
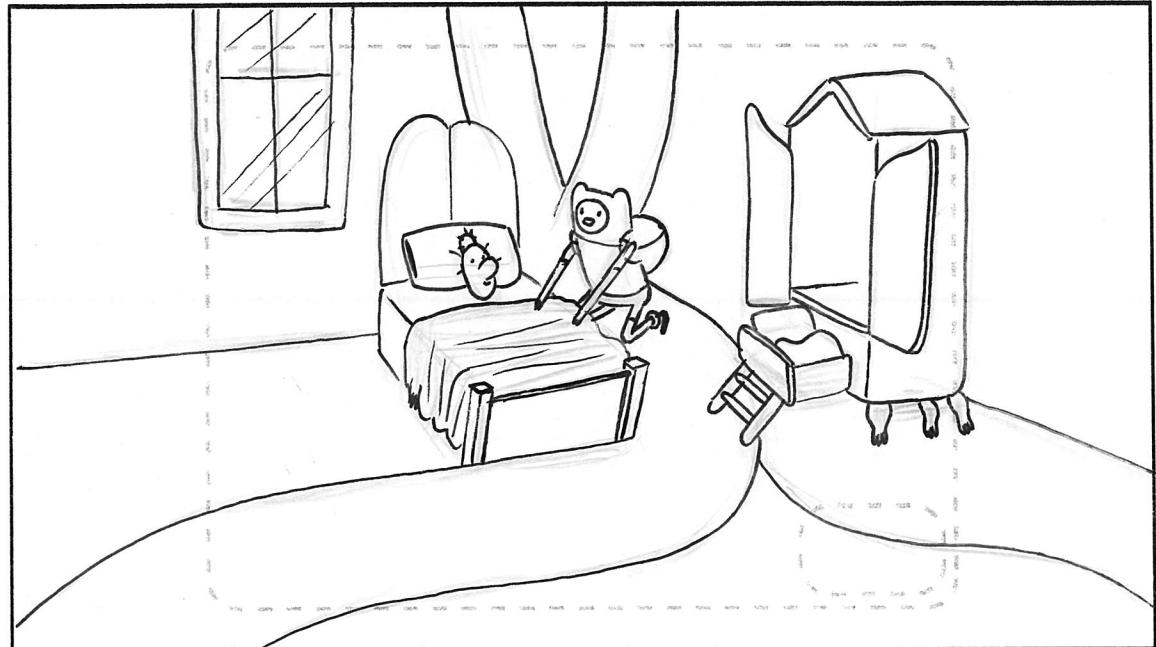
day night

Sc. 129

Pnl. B

Bg.

day night



**Dialog:**

(F)

Y THERE WE GO, DUDE?

(F)

YOU COMFY, DUDE.

**Action:**

- F. TUCKS IN SEA LARD.

**Timing:**

# ADVENTURE TIME



Page 216

Sc. (30

Pnl. A

Bg.

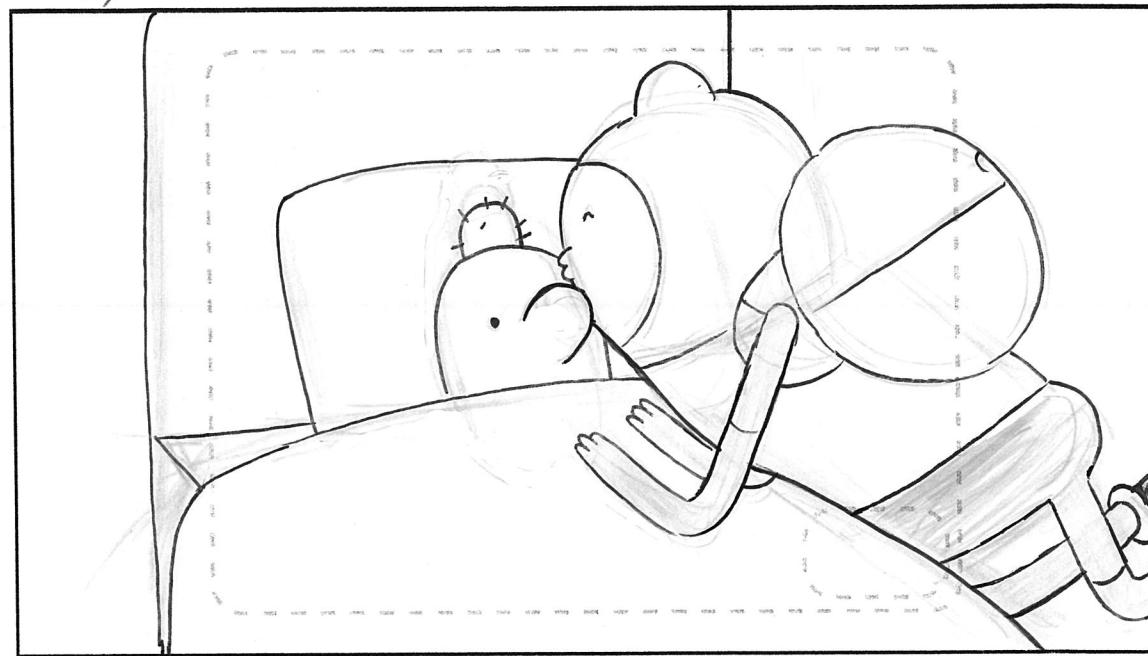
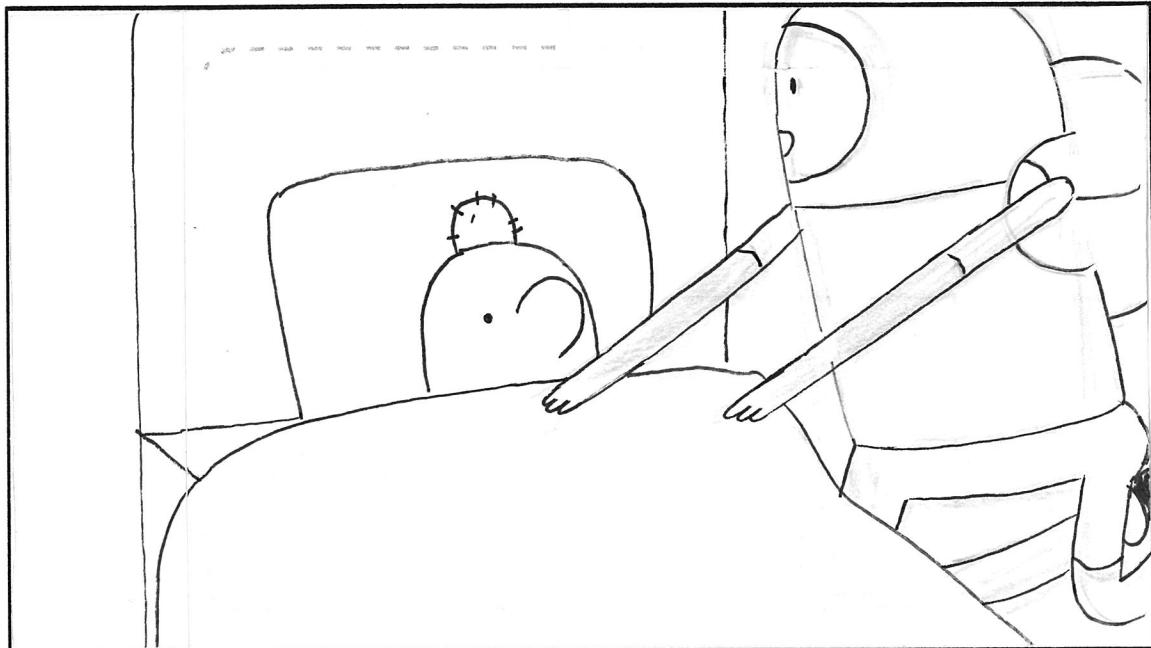
day night

Sc. 130

Pnl. B

Bg.

day night



Dialog:

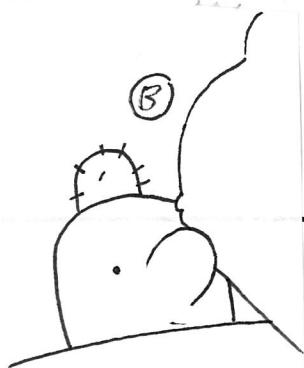
(F)

YOU'RE NOT GROSS.

SFX: \* SMOOCH \*

Action:

- Finn kisses sealard's forehead.
- Sealard smiles.



Timing:

1034-235

EPISODE #

Production :

# ADVENTURE TIME



Page 216 A

Sc. (30

Pnl.

C

Bg.

day night

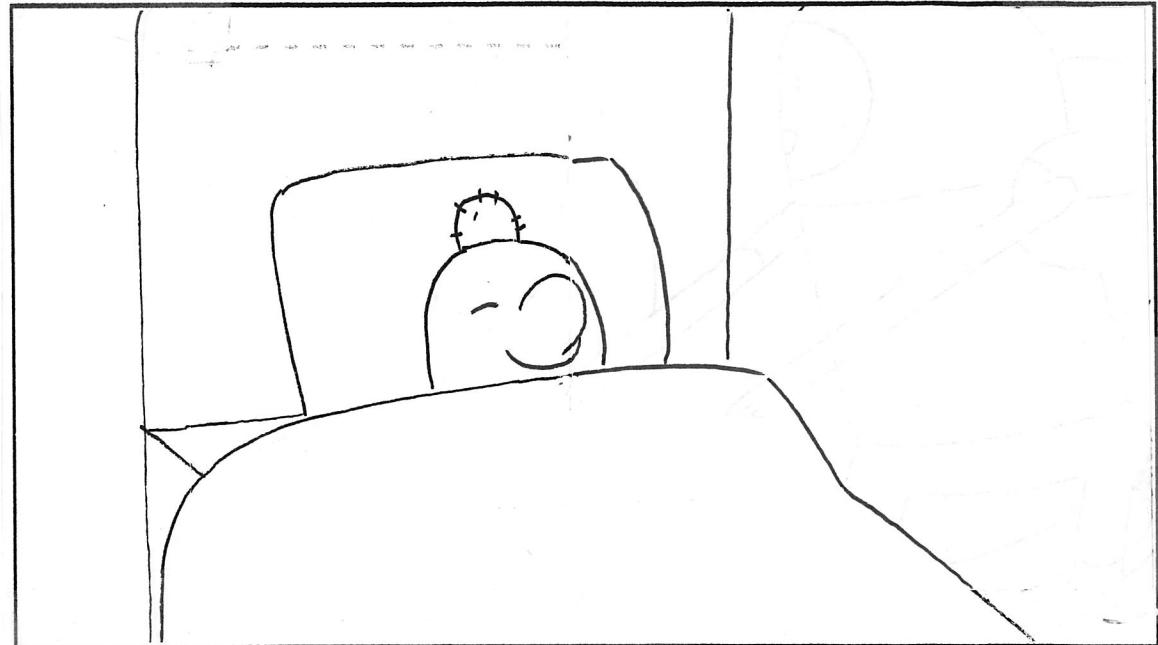
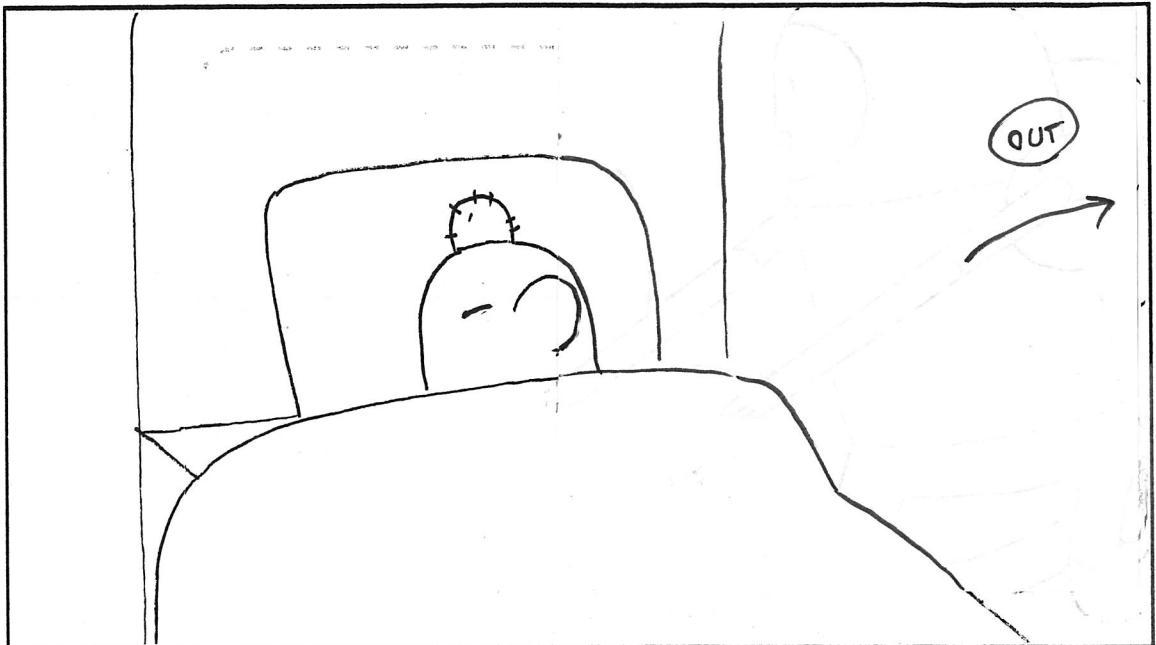
Sc. 130

Pnl.

D

Bg.

day night



### Dialog:

(F)

G'NIGHT, GRASS...

SMOOTH

(S)

### Action:

- F EXITS, LIGHTS TURN OFF.  
- SEA LARD CLOSES EYES.

- SEA LARD SMILES.

### Timing:

THE  
END